

Savage Coast Campaign Book

Part 2: Player Characters

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Player Characters

Creating a player character for a Savage Coast campaign involves some special considerations. In addition to the standard AD&D game races (with the exception of gnomes), players can choose from several new races, a number of new character kits, and the magical Legacies granted by the Red Curse. This chapter details the PC races available for natives of the Savage Coast and provides notes regarding characters from nearby lands.

Character Races

First, some definitions are in order. The traditional definition of humanoid includes only goblins and their relatives—kobolds, orcs, hobgoblins, gnolls, and ogres. The preferred definition, however, describes a humanoid as any intelligent being with one head, two arms, and at least two legs.

Alternately in the SAVAGE COAST setting, kobolds, goblins, orcs, hobgoblins, gnolls, ogres, and their close relatives are referred to as "goblinoids." Elves, half-elves, halflings, dwarves, and gnomes are referred to collectively as "demihumans." Other player character races—lupins, rakastas, tortles, and lizard kin (shazaks, caymas, and gurrash)—are known as "near-humans." Araneas are called "unhumans." All of these categories—goblinoids, demihumans, near-humans, and unhumans—fall under the general heading "humanoids."

The Savage Coast is a racially mixed area; members of most races are fairly common, or at least known, and have their own civilizations and settlements. As a consequence, most people do not find it especially notable to see a lupin walk down the street, though a cayma or gurrash might raise a few eyebrows. Members of most other races are considered normal people, and thus do not usually draw any special attention, positive or negative.

This is not to say that the Savage Coast is entirely free from prejudice. Indeed, many of the area's wars are related to racial prejudice and conflict: Lupins and rakastas have border conflicts, rakastas generally dislike shazaks, and gurrash hate them. However, a lupin would not find it unusual to meet a rakasta on the road, and the two might even cooperate if necessary. How a particular member of a race is treated depends largely on the individual and the circumstances.

Following are brief descriptions of the character races available in a SAVAGE COAST campaign. Classes available to each race are covered under "Choosing a Character Class" subsection later in this chapter. Kits are covered in detail in the "Character Kits" chapter.

Standard Character Races

Most of the standard character races are available on the Savage Coast, with the exception of gnomes. Dwarves and elves also have an expanded choice of character classes in this setting. The most important alteration is that demihuman races do not have their own cultures on the Savage Coast. For instance, while elves do live along the coast, they have no distinctly "elven" culture. The demihumans who live in the area are integrated into other cultures. In areas where human culture is dominant, it often has elements of demihuman culture. One consequence of this absorption of the demihuman races is that their languages are extremely rare; demihuman characters may not know their traditional tongue.

Note that because of the Red Curse, most humans and demihumans native to the Savage Coast have a reddish cast to their skin. This varies by region, so red skin is common and somewhat dark in the Savage Baronies, while it is progressively less common and lighter in hue in countries farther west.

The various cultures and the appearance of their people are described in the cultural sections earlier in this book.

Humans

There are no special adjustments for human characters in this campaign setting. Most humans of the Savage Coast live in the Savage Baronies, Robrenn, and Eusdria. Some live in Herath as well. It is also possible to play a human from Hule, the City-States, or other areas outside the Savage Coast, but characters from those places are described only briefly in this handbook.

Dwarves

Dwarves are fairly common in Eusdria and Cimarron, but they also live in Robrenn, Renardy, Bellayne, and Herath. The dwarves conform to the cultural norms of the areas they dwell in. Physically, Eusdrian dwarves are similar to mountain dwarves; all others resemble hill dwarves.

Eusdrian dwarves can be bards if they take the Skald kit, but they are limited to 12th-level advancement. Dwarf Skalds are also limited by the demi-bard restrictions as detailed in the *Complete Bard's Handbook*. Most importantly, they cannot cast spells, but they can learn to resist spells. If a

dwarf Skald finds a spell and succeeds on a "chance to learn spells" roll, the character can later resist the effects of that spell by successfully passing another "chance to learn spells" roll when it is cast. The number of spells the character can resist is limited both by Intelligence (per the "Maximum Number of Spells per Level" rule) and the bard's spell progression. Thus, a 2nd-level dwarf Skald can attempt to resist one 1st-level spell per day, provided the character has "learned" the spell previously.

Elves

Like dwarves, elves have no culture of their own on the Savage Coast. They are common in Robrenn, Eusdria, Bellayne, Renardy, and Herath, and they make up the majority of the population of Torreón.

Elves conform to the cultural norms of the states in which they live, even in regard to allowed character classes. An elf born and raised in Robrenn can be a druid but can advance only to 13th level. Even if the DM allows characters with high scores in their prime requisite abilities to exceed normal level limits, an elf can never be a 14th- or 15th-level druid in the druid hierarchy. Instead, the elf retains the abilities of a 13th-level druid until earning enough experience to reach 16th level, at which point the character becomes a hierophant druid.

Elves can be bards on the Savage Coast if they take an appropriate kit, but they are restricted in level as described in that kit. An elf from Robrenn can be a Peasant or Noble bard (level limit 13), while one from Bellayne can be a Herald (level limit 6).

Physically, most elves of the Savage Coast look like high elves, but those in Eusdria are similar to gray elves.

Half-Elves

Half-elves are common in Eusdria and Torreón, and some are also found in Robrenn and Herath. Their racial adjustments and restrictions are those detailed in the basic game rules. In this campaign, half-elves use kits appropriate to the lands in which they live.

Along the Savage Coast, half-elves breed true. That is, the offspring of two half-elves is always a half-elf, as is the offspring of a half-elf and a human or a half-elf and an elf. Some people on the Savage Coast use the term "demi-elf" to refer to those who have at least one half-elven parent. A person who has one elven parent and one human parent is still correctly known as a half-elf.

Halflings

Like other demihumans on the Savage Coast, halflings conform to the cultures in which they live, having no unique culture of their own. Though most common in Cimarron, halflings are also found in Robrenn and Eusdria, but rarely in Renardy, Bellayne, and Herath. Hairfeets are the most common halflings, though stouts are found in Cimarron and Eusdria, and tallfellows in Robrenn, Eusdria, and Bellayne. Like half-elves, halfling characters use those kits available in their homeland. They have no special adjustments in this campaign setting, except for the fact that halflings from the Savage Coast cannot become Heralds.

Gnomes

There are no gnomes native to the Savage Coast. Player character gnomes must be imported from other regions and should adhere to the rules governing those places.

New Character Races

There are seven new player character races in this campaign setting: lupins, rakastas, tortles, araneas, and three varieties of lizard kin (gurrash, caymas, and shazaks). If the DM approves, it may also be possible to play some sort of goblinoid.

Like the races presented in the *PHB*, the new player character races presented in this source have special abilities. Each race is listed individually.

Lupins

Lupins are furred humanoids with doglike heads. Descended from a nomadic culture, they now make up the vast majority of the population of Renardy. Some lupins even live in Herath and the Savage Baronies, but elsewhere they are rare.

Lupins culture mimics that of the Savage Baronies, so there are a wide range of character classes and kits available to them.

Lupins have infravision with a range of 60 feet. They also have excellent senses of smell and hearing, as well as special instincts, which give them six special abilities: detecting lycanthropes, detecting invisible or ethereal beings, blind-fighting, tracking, recognizing odors, and detecting noises.

A lupin has a 99% chance to recognize a werewolf in any of its forms and a 15% chance to recognize other lupins in unusual forms.

When confronted with invisible creatures, a lupin receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the *DMG*). A lupin automatically gets

a saving throw (with the bonus) when an invisible creature approaches within 10 feet and for every round the invisible being remains that near. The lupin does not automatically know where the invisible creature is, just that it is nearby; locating it requires other clues. A lupin can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of etherealness*. The lupin recognizes the difference between ethereal things and simply invisible ones but gains no special attack or defense capabilities against ethereal beings.

Lupin characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. They also have the tracking ability with a score equal to half their Wisdom (rounded up). A lupin character who spends slots to take the tracking proficiency gains the ability at full Wisdom rating like rangers of other races, and Lupin rangers have the ability at a rating equal to their Wisdom score +6.

Lupins can recognize the smell of a person or creature they have encountered before. Recognition of a particular race is automatic, but the lupin must make an Intelligence check to recognize a particular individual by smell. Perfumes or strong odors in the area can give the lupin a -1 to -4 penalty to this ability, depending on the strength of the odors.

A normal lupin has a 35% chance to detect noise as thieves do (see **Table 11.2**). This chance increases by 2% per level after the first. Lupin thieves begin at 35% as well (which is the normal 15% of thieves, plus an initial 20% racial bonus), also gaining the bonus of 2% per level. They can then improve upon this ability by adding percentage points from the 30 points per level that thieves receive.

Because of their acute senses, lupins receive a -2 penalty on their saving throws against attacks based on odor (such as those made by ghouls or *stinking cloud* spells) or sound (such as a banshee's wail or a harpy's song).

Wolfsbane repels lupins. The substance is even more poisonous to them than it is to humans. Wolfsbane ingested by a lupin acts as Type J poison (a failed saving throw indicates death, while success indicates a loss of 20 hit points). Fortunately, the keen senses of a lupin nearly always alert it in time to avoid ingesting the substance. If wolfsbane is somehow injected into a lupin's bloodstream, it acts as Type P poison (a failed saving throw causes a 50% drop in all ability scores for 1d3 days).

Rakastas

Rakastas are feline humanoids. Bellayne is populated mostly by rakastas, split between the settled town dwellers and the nomads who carry on rakastan ancient traditions. Rakastan culture is unique, somewhat mystical, and concerned primarily with battle and honor. Some members of this race dwell in Herath, but they are rare in other states.

Rakastas have excellent balance and reflexes, taking only half damage from any fall. They have infravision with a range of 60 feet. Also, they have excellent hearing and some special instincts. Together, these give rakastas three special abilities: detecting invisible or ethereal beings, blind-fighting, and detecting noise.

When confronted with invisible creatures, a rakasta receives a +4 bonus to any saving throws made for detection (as explained under "Invisibility" in Chapter 13 of the *DMG*). A rakasta automatically gets a saving throw (with the bonus) when an invisible creature approaches within 10 feet and during every round the invisible being remains that close. The rakasta does not automatically know where the invisible creature is, just that it is close by; locating it still requires other clues. Rakastas can also use this ability to detect the presence of ethereal creatures, such as ghosts, phase spiders, or someone wearing *plate mail of etherealness*. They recognize the difference between things ethereal and those simply invisible but gain no special attack or defense capabilities against ethereal beings.

Rakasta characters automatically gain the blind-fighting proficiency without spending nonweapon proficiency slots. A normal rakasta also has a 20% chance to hear noise like a thief. Rakasta thieves can further improve upon this ability, just as thieves of other races can improve on their base scores (for thieving skill adjustments, see **Table 11.2**). Note that the rakastan racial bonus is already added into this base; rakasta thieves do not receive an additional 5% bonus. See "Listening" in Chapter 15 of the *DMG* for more information.

Because of their keen senses, rakastas receive a -1 penalty on their saving throws against attacks based on sound (such as a banshee's wail or a harpy's song).

Turtles

Turtles are bipedal turtles, standing about the same height as humans. They have inhabited the lands of the Savage Coast for thousands of years. Turtles have no real government; they live in small family dwellings, often within the borders of some other race's state. The creatures are generally peaceful, scholarly farmers, but they will defend their homes.

Turtles have infravision with a range of 60 feet and can see underwater within this range as well. The creatures automatically gain the swimming nonweapon proficiency, but they are clumsy swimmers. Their natural buoyancy keeps them afloat while they paddle along (even across bogs,

quicksand, and mud). Tortles can hold their breath underwater for 10 turns.

Tortles do not wear armor but can retreat into their shells for protection. With some effort, they can bend and twist to pull their limbs and head into the shell, but they can take no other actions in the same round. When fully withdrawn, a turtle cannot move or attack but becomes AC 1 and gains a +4 bonus to all saving throws, even against mental attacks (because the turtle gains the benefit of its shell and marshals all its inner strength for defense). A withdrawn turtle can hear and smell but cannot see outside of its shell, making it immune to gaze attacks and other attacks that require a victim to see.

Lizard Kin

There are three kinds of lizard kin on the Savage Coast: the shazaks, who are much like the lizard men described in the *MONSTROUS MANUAL* tome; the frenetic caymas, who stand only a foot tall; and the barbaric gurrash, who stand about eight feet tall. (For more information on the lizard kin, see the "Shazak, Ator, and Cay" chapter earlier in this book.)

Each race has its own nation, located in or near the Bayou. The shazaks are peaceful primitives who build communal dwellings in the forests north of Herath. The caymas are curious and energetic; they are inventive but impractical architects who build mazelike towns north of the Bayou. The gurrash are a powerful and dangerous folk, also known as gator men, who live in the Bayou itself.

All lizard kin have a few abilities in common. Each has a 20% chance to remain undetected in a swamp environment (or an additional +20% bonus to the hiding in shadows score if the character is a thief as described in **Table 11.2**). All have infravision: shazaks to 60', caymas to 90', and gurrash to 120'.

Shazaks, gurrash, and caymas all gain the swimming proficiency automatically. A shazak or cayma can hold his or her breath for twice the normal length of time (a number of rounds equal to 2/3 the character's Constitution score). A gurrash can hold his or her breath for three times the normal length of time (a number of rounds equal to his or her Constitution score).

Araneas

Araneas are arachnid mages thought by most to be extinct. Those who still exist are usually found in Herath, as explained in the "Herath" chapter of this book.

In spider form, araneas have AC 7 and never wear armor. In humanoid or demispider form, they have the base AC of the emulated race. Araneas have infravision with a range of 60 feet. They can take a proficiency in animal handling and animal training for spiders, the ability being applied to spiders with an Intelligence of 1 or more. Because of their other abilities and their involvement with the creation of the Red Curse, araneas do not receive an initial Legacy. However, when they reach maturity, they must wear *cinnabryl* or suffer the detrimental effects of a randomly chosen power. An aranea can gain Legacies by becoming an Inheritor.

Araneas change shapes with ease. The ability is automatic, learned within a few weeks after birth, and is not limited in duration or number of uses per day. However, in trying to maintain secrecy, an aranea will never assume spider or demispider form among nonaraneas. It takes one round to change from humanoid to demispider, demispider to spider, or vice versa. Thus, changing from spider to humanoid or the reverse takes a minimum of two rounds.

The demispider form is merely a transitional phase for araneas and cannot be held for more than two rounds per level. This form has no special abilities or bonuses. The physical appearance of an aranea in demispider form is vaguely humanoid—with an extra pair of eyes set in the temples, one extra joint on each finger, spinnerets in the palms of the hands, and small fangs. This manifestation is similar to the Affliction caused by a Webcasting Legacy. Still, they never risk taking demispider form around nonaraneas. This combination of humanoid and arachnid characteristics contains a link they would rather not reveal.

An aranea in humanoid form is effectively a member of the race emulated and has any special abilities of that race. For instance, an aranea in lupin form has excellent senses of smell and hearing. In all cases, though, the aranea follows the character class and level restrictions for araneas.

In essence, an aranea has two real identities. The creature's true race cannot be determined unless someone actually watches the change into spider form or has some way to read the character's mind (or possesses some other extraordinary means). Even a *true seeing* spell is generally useless because it allows the recipient "to see all things as they actually are," and araneas of the Savage Coast actually have dual "true" forms. If a *true seeing* spell is used on an aranea in demispider form, it reveals the last true form held. Note that the *identify species* spell described in the "Magic" chapter was invented by the araneas, so it is useless against them. Araneas use the spell to ferret out spies and insure the security of special meetings.

Though their shapechanging ability was originally gained through arcane means, neither true form is magical. Therefore, a *dispel magic* spell cast on an aranea in humanoid form does not cause it to revert to spider form. If cast on an aranea in demispider form, *dispel magic* can (if a successful roll is made, using the aranea's level or Hit Dice as the value for the opposing caster) cause the aranea to

change into the last true form held.

The shapechanging ability gives araneas partial immunity to *polymorph* spells; as with lycanthropes and doppelgangers, they can resume their normal form after being affected by the spell for one round. Unfortunately for them, araneas are easier to hit and take extra damage from weapons enchanted with bonuses against shapechangers (such as a *sword +1, +3 vs. lycanthropes and shapechangers*). Shapechanging does not heal wounds an aranea has taken. When killed, an aranea stays in the form held just before death.

Goblinoids

There are no kobolds native to the Savage Coast; however, if the DM allows it—goblins, orcs, hobgoblins, gnolls, and ogres can be played as PCs, using the rules in the *Complete Book of Humanoids*. Members of those races should use the kits recommended for them in the "Character Kits" chapter and the cultures described in the "Other Places" chapter.

Table 11.1: RACIAL CLASS AND LEVEL LIMITS

	Fighter	Paladin	Ranger	Wizard ¹	Cleric	Druid	Thief	Bard
Aranea	6	--	--	U	9	12	12	--
Cayma ²	8	--	--	12	8	--	14	--
Gurrash ²	15	--	--	6	7	--	9	--
Lupin	13	--	U	12	15	13	13	9
Rakasta	15	--	11	15	12	13	15	U
Shazak ²	12	--	--	7	10	--	11	8
Turtle	11	--	--	9	15	--	9	9

A number indicates the maximum level attainable by a given race in a given class; "U" indicates unlimited advancement; and "--" indicates that members of that race cannot advance in that class.

1. This entry covers all wizard classes; some races are restricted from certain wizard classes. For a list of wizard classes available to each race, see **Table 11.5**. Level limits are the same for all wizards of the same race, regardless of specific class.
2. These races are relatively primitive and have not developed extremely specialized professions. Therefore, they are more limited in classes.

Table 11.2: THIEVING SKILL RACIAL ADJUSTMENTS

Race	PP	OL	F/RT	MS	HS	DN	CW ¹	RL
Aranea	--	--	--	+10%	+5%	--	+5% ¹	+10%
Cayma	-10%	+10%	+5%	+10%	+10% ²	--	--	--
Gurrash	-5%	-10%	--	+5%	+5% ²	+10%	--	-10%
Lupin	--	--	+5%	--	--	+20% ³	-5%	--
Rakasta	--	--	--	+5%	+5%	+5%	+5%	--
Shazak	-5%	-5%	--	+5%	+5% ²	+5%	-5%	-5%
Turtle	--	--	--	-5%	-5%	--	-20%	--

1. An aranea in arachnid form has a 50% bonus.
2. This becomes a 20% bonus when in a swamp environment.
3. This is the lupin's bonus at 1st level; the bonus increases by 2% per level thereafter.

Table 11.3: RACIAL ABILITY REQUIREMENTS

	Str	Dex	Con	Int	Wis	Cha
Aranea	3/18	8/18	3/16	12/18	3/18	3/18
Cayma	3/13	8/18	3/18	3/16	3/16	3/18
Gurrash	10/18	3/18	8/18	3/12	3/18	3/16
Lupin	8/18	3/18	8/18	3/18	3/18	3/18
Rakasta	9/18	8/18	3/18	3/18	3/18	3/18
Shazak	8/18	3/18	6/18	3/17	3/18	3/16
Turtle	6/18	3/18	6/18	3/18	3/18	3/18

Table 11.4: RACIAL ABILITY ADJUSTMENTS

Aranea +2 Dex, +2 Int, -2 Str, -2 Con
 Cayma +2 Dex, -1 Str, -1 Wis
 Gurrash +2 Str, +2 Con, -2 Wis, -2 Cha
 Lupin +1 Str, +1 Con, -1 Int, -1 Wis
 Rakasta +2 Dex, -2 Wis
 Shazak +1 Str, -1 Wis
 Turtle +1 Wis, +1 Con, -2 Dex

Creating a Character

Creating a character for the Savage Coast is much like making a character for any setting as outlined in the *PHB*, with more options for character race. In addition, the use of kits is strongly encouraged to help define the character's cultural background, and almost every character gains a magical Legacy due to the Red Curse. Kits are covered later in the "Character Kits" chapter; see "The Curse and the Legacies" chapter for rules about the Red Curse.

Though details may vary according to the wishes of the DM, when creating a character, ability scores should be determined first—then character race, class, and kit. Next, the character's Legacy should be determined, followed by other details such as hit points, Armor Class, weapon and nonweapon proficiencies, equipment, and background.

Characters created for other campaign settings can also be transported to the Savage Coast. Simply create the characters with the rules of the alternate setting. When the characters arrive on the Savage Coast, they will suffer from the effects of the Red Curse within a matter of days.

Generating Ability Scores

Nonhuman player characters must meet certain minimum and maximum requirements for their ability scores. For new PC races described in this campaign setting, racial minimums and maximums are listed in **Table 11.3: Racial Ability Requirements**. Next, characters of these races receive mandatory ability adjustments, as identified in **Table 11.4: Racial Ability Adjustments**. Note that these adjustments may raise a score to 19 or lower it to 2, as explained in the *PHB*.

Choosing a Character Class

All standard character classes from the *PHB* are available in a Savage Coast campaign, with the exception of gnomes. Other than some kit limitations found in the next chapter, no changes were made to basic character classes. No new character classes are given here, although "The Campaign" chapter holds a few guidelines for creating or adapting specialty priests.

Members of races presented here cannot advance in every class, and they have limited advancement in most classes. Class and level limits are detailed in **Table 11.1**. Note that individuals of some races are very limited in the choices of kits available to them.

Races detailed in the *PHB* and the *DMG* have the usual class and level restrictions, with a few exceptions detailed under "Standard Character Races," above. The optional rule for exceeding level limits (as explained in Chapter 2 of the *DMG*) can be used if desired, but lupins and rakastas can never rise to greater than 13th level as druids.

Members of the new races are restricted to certain wizard classes. The wizard entry on **Table 11.1** is general; details on wizard classes available to each race are found in **Table 11.5**. Elementalists and wild mages are described in the *Tome of Magic*, all others are in the *PHB* and *The Complete Wizard's Handbook*.

All new character races described in this book have some members who are rogues. However, some are more suited to the profession than others. **Table 11.2** gives the thieving skill adjustments for the races described here. These adjustments are also applied to ranger and bard skills of the same names.

Table 11.5: WIZARD RACIAL REQUIREMENTS

Aranea	Any
Cayma	Mage
Gurrash	Mage
Lupin	Mage, diviner, abjurer, invoker, necromancer
Rakasta	Mage, conjurer, enchanter, illusionist, transmuter
Shazak	Mage
Turtle	Mage, abjurer, conjurer, diviner, water elemental

Table 11.6: MULTI-CLASS COMBINATIONS

Aranea	Cayma
Mage/Fighter	Fighter/Thief
Mage/Cleric	

Mage/Thief

Shazak
Fighter/Thief

Gurrash
Fighter/Cleric
Fighter/Thief

Tortle
Fighter/Cleric

Humans, rakastas, lupins, and some araneas can be dual-class characters; dual-class options follow standard guidelines. All allowed multi-class combinations for new races are listed in **Table 11.6**. Races able to have multi-class mages can also have multi-class combinations with all other wizard classes available to that race. For example, an aranea could be a fighter/transmuter.

Choosing a Character Kit

Character kits help define characters. Kits are based on the cultures in the area and reflect certain standards and beliefs found there. Note that the culture a character is raised in is ultimately more important than the character's race. Thus, if an infant tortle were for some reason adopted by lupin peasants, the tortle might become a Local Hero fighter. Such instances are rare, however, and some kits are very restrictive about their memberships. For example, the Skald is very important to the culture of Eusdria, and it is unlikely that an Eusdrian Skald would teach the skill to an outsider, whether the outsider was a lupin, a tortle, or a human. Limits are more fully defined in the next chapter.

Since some characters are so restricted in their kit choice, multi-class characters in a SAVAGE COAST campaign are allowed to choose a single kit. These selections are detailed in both the "Character Kits" chapter of this book and in the previous cultural chapters.

Determining Legacies

Almost every character native to the cursed lands starts with one Legacy—a magical, spell-like power. Those characters who choose the Inheritor kit start the game with two Legacies, and they gain more as they advance in level. Initial Legacies are determined by a character's homeland. Characters not native to the Savage Coast will gain a Legacy after spending several days in a cursed area. See "The Curse and the Legacies" chapter for more details.

Araneas do not receive an initial Legacy but can take the Inheritor kit to gain Legacies. Note that aranea characters can suffer from the detrimental side effects of the Red Curse even if they do not gain Legacies, so they must wear *cinnabryl* to protect themselves.

Determining Languages

If this setting is being used in the world of Mystara, the common language of the Savage Coast is a trade tongue similar to Thyatian, the common tongue of the lands east of the Serpent Peninsula. Known as "Slag" in other parts of the world—because of the association with Slagovich—Savage Coast common also contains words derived from the languages of the various nonhuman races of the region. However, the common tongue of the Savage Coast is sufficiently similar to the common language used in the rest of the world that characters who speak one should be able to rapidly pick up the nuances of the other, though they may have an accent for quite some time.

Besides common, several languages are native to the Savage Coast; many are nonhuman languages, while others are local human tongues. Not every civilization on the Savage Coast speaks common; for example, the language is little used by lizard kin (cayma, shazak, and gurrash).

However, for convenience, it is suggested that every player character be given two languages when created: common and the character's native language. These would not cost proficiency slots from the character's total. This assumes that the player characters are exceptional, having learned the common language from a passing trader or some other such traveler. More importantly, it allows player characters to communicate easily with one another and with most other people they encounter. While playing a character who does not know common can be interesting for a while, it soon gets old if other player characters are constantly having to translate for the individual.

This should not prevent the DM from occasionally having the player characters meet a group of NPCs who do not speak common. If this happens, perhaps only one or two PCs is able to communicate readily; talking might even require magical or other special means.

Common is used by a majority of the people in the City-States, the Savage Baronies, Robrenn, Eusdria, Renardy, and Herath; it is known by traders and travelers in southern Hule, the northern settlements of Yavdlom, and Bellayne. The other people of the Savage Coast and surrounding areas seldom speak common. Even in the areas where the common tongue is widely used, many people often speak another language.

Local Languages

The local human languages of the Savage Coast include the following: Slagich (which is almost the same as the Traladaran tongue spoken elsewhere in the world), used by the peasants of the City-

States; Verdan, spoken by commoners of Vilaverde and Texeiras; Espa, used by most people in the other Savage Baronies (except Cimmaron, where common dominates); Ranax, used by almost everyone in Robrenn; and Eusdrian (similar to the Antalian language used in other parts of the world), spoken by all Eusdrians. The neighboring lands of Hule and Yavdlom have their own languages, Hulian and Yavi.

The lupins of Renardy have two native languages. Renardois (similar to the Glantrian tongue Sylaire, but related to Common, Espa, and Verdan) is spoken by all but the lowest classes in Renardy. The lupin racial language, known as Lupin, is still spoken by some of the more insular peasants of the nation. Both segments of the population view the other with some contempt, so they do not usually learn the language of the other group. A lupin character can choose either Renardois or Lupin as a native language but must spend a proficiency slot to learn the other.

Some crossover occurs between the languages of the human and lupin areas. Espa and Verdan have about a 50% similarity with common and with each other. Thus, a speaker of Espa understands about half the speech of someone speaking Verdan or common. The DM might allow a character who knows one of the three languages to acquire both the others with the expenditure of only one proficiency slot. Renardois has about a 25% similarity with Espa, Verdan, and common, so someone who speaks one or more of those three languages can understand about a quarter of what someone says in Renardois.

Demihuman languages are seldom used along the coast. Because the demihuman races are so fully integrated into other cultures of the region, their racial tongues are not considered native languages. Consequently, most demihumans must spend a proficiency slot to learn their racial tongue. Some elves and dwarves of the Montoya district in Narvaez still use the old tongues. Dengar, the language of dwarves, is also known and spoken by a few dwarves in the mountains of Eusdria. Hin, the language of the halflings, is all but forgotten on the Savage Coast.

Elvish is spoken by a few older elves, mainly in Robrenn, and is common among Torreón's upper classes, who consider elvish the language of diplomacy, etiquette, and romance. Both human and elven nobles of Torreón speak elvish, as do any who wish to impress those nobles.

The shazaks have their own language, called Shazak; it is nearly identical to the Malpheggi language used by the more civilized lizard folk in the rest of the world. Both the gurrash and the caymas speak their own dialects of Shazak. One proficiency slot spent on Shazak would enable a character to speak one dialect fluently and understand the basics of all three dialects, while two slots would allow complete fluency in all three.

There are also three related goblinoid languages: Yazakan, used by all the goblinoid races of the Yazak Steppes; Yazug, spoken by the orcs of the Dark Jungle; and Yaz, used by the goblinoids who live along the coast itself. Each of these has a 50% commonality with each of the other two. Again, if the DM allows, a character can learn all three languages by spending just two proficiency slots.

The other local languages of the Savage Coast are Rakastan, used in Bellayne; Herathan, the tongue of Herath; Turtle, the turtle language; and Risil, Jibar, and Nimmurian, used on the Orc's Head Peninsula.

Written Language

As for written languages, the Thyatian (common) script is the most popular on the Savage Coast. It is used for common, Espa, Verdan, Traladaran, Renardois, Ranax, Eusdrian, elvish, and dwarvish. While slight variations in script occur according to the language, such as accent marks and other pronunciation guides, the letters of common script are easily deciphered, even though the words they spell may not be. The commonality of languages applies to this written word as well; for example, someone who can read common can pick through about half of a text written in Verdan.

Hulean, Yavi, and Herathan have their own scripts. The turtle language is written in glyphs by learned folks; the Shazak language has a syllabary used by shazaks, some caymas, and a few gurrash wizards. Nimmurian writing is also a syllabary. Rakastan written language is composed of about 3,000 ideograms; it is used in Bellayne and by the rare literate inhabitant of the Yazak Steppes who uses it to write Yazakan. Lupin, Jibar, Yazug, and Yaz are only spoken languages; they have no written form.

Determining Armor Class

Some of the races presented for use as player characters have a natural Armor Class better than 10 before adding in any Dexterity bonus, magical items, or armor. This is generally due to some inherent toughness or ability to avoid damage.

For such characters, the Armor Class given in the following descriptions is used for front and back attacks. Dexterity bonuses or penalties to Armor Class apply as normal, as does the bonus for a shield.

Actual armor for these characters is treated differently—more like barding for horses. If a character's armor provides protection less than or equal to the character's natural Armor Class, the individual receives a -1 bonus to Armor Class. Thus, suppose a turtle, with natural AC 3, wishes to wear leather armor. The standard Armor Class for leather armor is AC 8, worse than what the

character would normally have, so wearing leather armor gives the turtle AC 2. On the other hand, if the character wears armor that provides better protection than normal, the armor's rating is used. For example, a turtle wearing full plate armor (specially made, of course) has an AC 1. These are before any bonuses for Dexterity or magic are added.

In many settings, it is difficult to find armor to fit nonhuman characters; this problem is not so pronounced on the Savage Coast. While it is difficult to find chain mail made for a shazak (because leather armor weighs less, is less expensive, and provides the same protection to the shazak), it is not difficult to find chain mail made for a rakasta, or plate mail made for a lupin. Moreover, armor is almost always made to order, so most armorers are able and willing to make unusually shaped armor or helmets. They often even have some needed pieces around, allowing them to quickly assemble an appropriate suit of armor. Still, characters might have unusual shapes or special requirements because of their Legacies.

The following races have base Armor Class 10: humans, all demihumans, all goblinoids except ogres (AC 5 base), lupins, and rakastas. Base Armor Classes for other races are shown on **Table 11.7**.

Table 11.7: NATURAL ARMOR CLASS

Race	AC	Race	AC
Aranea	7 ¹	Cayma	7
Gurrash	5	Turtle	3 ²
Shazak	5		

1. This is for the arachnid form only. Otherwise, they have the AC of the emulated race.

2. Turtles have AC 1 when pulled entirely into their shells.

Assigning Other Characteristics

As for characters of standard races, the player and DM are free to determine such things as name, gender, appearance, and so forth. The information given in the previous cultural chapters should be taken into consideration when determining a character's background. For those who prefer to randomly determine height, weight, starting age, and life span, the relevant information is given in **Tables 11.8, 11.9, and 11.10**.

Table 11.8: AVERAGE HEIGHT AND WEIGHT

Race	Height in Inches		Weight in Pounds	
	Base ¹	Modifier	Base ¹	Modifier
Aranea ²	44/44	1d10	varies	varies
Cayma	12/12	1d6	6/6	1d4
Gurrash	84/84	2d12	275/275	3d20
Lupin	60/58	2d12	150/140	6d6
Rakasta	58/56	4d6	140/125	8d6
Shazak	66/66	3d6	200/200	5d10
Turtle	62/62	3d6	500/500	5d20

1. Base numbers are listed male/female.

2. The height and weight for the aranea's humanoid form should be derived as is standard for the humanoid race emulated. The height figures given are for the aranea's length in arachnid form; the weight of the aranea's arachnid form is the same as for the humanoid form.

Table 11.9: AGE

Race	Starting Age		Max. Age Range (Base+Variable)
	Base	Variable	
Aranea ¹	15	4d4	200+2d100
Cayma	6	1d4	60+2d10
Gurrash	10	1d4	72+3d6
Lupin	15	1d6	90+2d10
Rakasta	15	1d4	90+2d8
Shazak	15	1d4	150+5d10
Turtle	20	2d4	50+2d100

1. An aranea may need to be "sent to live with relatives" to cover a faster maturation rate than the race being emulated.

Table 11.10: AGING EFFECTS

Race	¹ Middle Age	² Old Age	³ Venerable
	(1/2 Base Max.)	(2/3 Base Max.)	(Base Max.)
Aranea ⁴	100	133	200
Cayma	30	40	60
Gurrash	36	48	72
Lupin	45	60	90
Rakasta	45	60	90
Shazak	75	100	150
Turtle	50	66	100

1. -1 Str, -1 Con; +1 Int, +1 Wis

2. -2 Str, -2 Dex, -1 Con; +1 Wis

3. -1 Str, -1 Dex, -1 Con; +1 Int, +1 Wis

4. An aranea character's appearance changes little before reaching venerable age, though the aranea's humanoid form appears to age as the character chooses. Old aranea with a humanoid form of a short-lived race generally try to lead others to assume they have used magic to extend their lifespans, or move to another area before suspicions are aroused.

Natural Weapons

Many of the PC races of the Savage Coast have natural attack forms. **Table 11.11** gives the speed factors of these attacks and indicates their type (piercing, slashing, or bludgeoning). Speed factors are determined by the difficulty of using the attack form and by how comfortable members of that race are with it. Note that damage per attack is the same regardless of opponent's size. Refer to the "Proficiencies" chapter of this section for information on weapon proficiencies and natural weapons.

Table 11.11: NATURAL ATTACK FORMS

Attack	Speed		
	Type	Factor	Damage
aranea, bite	P	2	Special
aranea, web-casting	**	6	Special
cayma, bite	S	2	1d3
gurrash, bite	S	2	2d4
gurrash, tail slap	B	4	1d8
gurrash, drowning	**	1***	Special
lupin, bite	S	3	1d4
rakasta, bite	S	2	1d4
rakasta, claws	S	1	1d2*
rakasta, rear claws	S	3	1d3*
shazak, bite	S	3	1d6
shazak, claws	S	1	1d2*
turtle, bite	S	3	1d6
turtle, claws	S	2	1d4*
Punch	**	0***	Special
Wrestle	**	0***	Special
Overbear	**	0***	Special
Martial arts	**	0***	Special

* This is damage per claw; claw hits are rolled individually.

** This type of attack is special; see the description of the attack (in the "Proficiencies" chapter or in Chapter 9 of the *PHB* or *DMG*) for details.

*** Though this speed factor indicates a quick attack, if these attack forms are used against a target wielding a weapon, they always take place after attacks made by the target with a weapon.

Character Kits

The use of kits is highly recommended for the SAVAGE COAST setting. A kit is a role-playing tool, a set of cultural notes and minor abilities and restrictions used to further define a character. It is used in addition to a normal character class and should be chosen after class and race.

Kits are often restricted according to culture and race. Some kits are so important to a particular combination of race and class that they are always used with it, even if a character is actually multi-classed. Dual-class characters also choose a kit when beginning a career and often keep it even after switching classes (see "Switching Kits" later in this chapter).

Because the SAVAGE COAST campaign can be attached to a larger world, the DM might also make kits and classes from that world available to Savage Coast cultures. When doing so, the DM should either make sure the kits and classes fit the cultures or adapt the local culture to reflect the kit and class. In some cases, players might wish to import characters from other areas of the world; such characters should use the restrictions of those places, not the Savage Coast. Additionally, if a foreign character arrives in the area without a kit, the player can choose to take a Savage Coast kit, subject to any restrictions listed.

Chapter Overview

This chapter contains descriptions of the SAVAGE COAST kits. While many of the kits presented here are new, others are adapted from other sources.

The kit descriptions are divided by class. First listed are kits available to multiple classes (Inheritor, Local Hero, Noble, Spy, and Swashbuckler). Following this are the warrior kits (Beast Rider, Defender, Gaucho, Honorbound, Myrmidon, and Savage), wizard kits (Militant, Mystic, and Wokan), priest kits (Fighting Monk, Shaman, War Priest, and Webmaster), thief kits (Bandit, Filcher, and Scout), and finally bard kits (Herald, Skald, and Trader).

Following the kit listings are notes recommending particular kits for specific cultures and races, details on abandoning and changing kits, and comments concerning use of the setting without kits.

Proficiencies and Secondary Skills

The optional proficiency system, presented in Chapter 5 of the *PHB*, is strongly recommended for the Savage Coast. Like kits, the proficiency system helps define a character's cultural background; many kits also offer bonus proficiencies. DMs who do not use the proficiency system can use the information in the kits as a guideline for determining secondary skills.

The "Complete" Handbooks

Some kits in the SAVAGE COAST campaign are based on kits from other sources, usually one of the books in the PHBR series. Those books are listed here for your convenience, indicating the PHBR number, the book's title, and the abbreviation used in subsequent text.

PHBR1: *The Complete Fighter's Handbook* - CFH
PHBR2: *The Complete Thief's Handbook* - CTH
PHBR3: *The Complete Priest's Handbook* - CPH
PHBR4: *The Complete Wizard's Handbook* - CWH
PHBR7: *The Complete Bard's Handbook* - CBH
PHBR10: *The Complete Book of Humanoids* - CBoH
PHBR11: *The Complete Ranger's Handbook* - CRH
PHBR12: *The Complete Paladin's Handbook* - CPaH
PHBR13: *The Complete Druid's Handbook* - CDH

Special Note: The Inheritor

The Inheritor is a particularly important and potentially powerful kit that makes use of the Legacies of the Red Curse. The kit is available to most races and classes and is unique to the cursed lands of the Savage Coast. In many ways, the Inheritor kit is pivotal to the campaign because it illustrates how some people have reacted to the Red Curse. Even if your campaign does not use kits, the Inheritor ideals should serve as the basis for a region-wide society.

Kit Descriptions

Each kit begins with a short overview, explaining how the kit reflects its cultural background and how it is used in the campaign. Other sections are as follows:

Character Class: Many kits are open to more than one class; the classes permissible are listed here.

Races and Nationalities: Not all kits are available to all races. Some are required for certain combinations of race and class, and others are permissible only for particular nationalities. In general, kits are more a function of culture than race, so racial restrictions often can be ignored for characters of a proscribed race who have been raised in the kit's culture. However, some kits are so restrictive that their secrets are taught only to actual natives, never to those adopted into the culture. This entry lists all such availabilities and restrictions.

Requirements: Any other requirements for membership in the kit are listed here, including social class, gender, alignment, and ability scores. Ability score requirements, if any, are in addition to those for the character's chosen class.

Role: This section describes how a character of the given kit tends to act in a campaign, including how characters of different races vary in their treatment of the kit. It also details any special appearance or mannerisms specific to members of the kit.

Class Modifications: Kits often affect the abilities inherent to a class, such as available schools of magic or thieving abilities. Any such changes, bonuses, or restrictions are listed in this entry.

Weapon Proficiencies: Some kits require particular weapon proficiencies. When required to take a weapon proficiency, the character must still spend the appropriate number of proficiency slots, unless the kit specifically states otherwise. This section also lists weapon preferences for the character and weapons initially forbidden to the kit (those unavailable to a 1st-level character of this type). Some kits may receive bonus proficiency slots for weapons; these are detailed here also.

Nonweapon Proficiencies: This section lists skills that develop the role of the kit. Included are bonuses (additions granted to the character without the cost of a proficiency slot), as well as any nonweapon proficiencies required (must be taken but cost the normal number of slots), recommended (help define the character role, but are not mandatory), and forbidden (cannot be taken by a 1st-level character with the kit).

Some characters are better able to access certain proficiencies, as detailed in the "Proficiencies" chapter in **Table 14.1: Nonweapon Proficiency Group Crossovers** (reprinted and augmented from Chapter 5 of the *PHB*). If a character takes a proficiency from the group's listed for the character's class, it costs the normal number of slots. A proficiency selected from any other group costs *one additional slot*.

Equipment: Some types of characters are inclined to use certain types of equipment. This section covers preferences and restrictions regarding armor and miscellaneous equipment. Some kits gain certain equipment without cost.

Special Benefits: Most kits have some benefit that is not available to other characters. This can be anything from special rights in certain places to an unusual ability.

As explained in Chapter 11 of the *DMG*, under "Encounter Reactions," reactions can be rolled randomly, with lower numbers being better. Thus, the numbers given as reaction adjustments under Charisma in the *PHB* should be *subtracted* from the reaction roll. In this book, a beneficial reaction adjustment is listed as a negative number, which can be applied directly to a random reaction roll.

Special Hindrances: Just as most kits have some special benefit, most also have some special disadvantage. These include such things as an unfavorable reaction from NPCs or particular customs or habits members of that kit must follow. Note that penalties to reaction rolls are *added* to the roll.

Wealth Options: Some kits provide their members with more money than normal for members of the same character class, while others might be restricted from starting with any money at all.

Kits for Multiple Classes

There are five kits available to a wide range of classes. The following is an overview of these kits:

° *Inheritors* have set themselves the task of fighting against the Red Curse. To do so, they learn how to control the Legacies it provides, gaining more than the single Legacy that others acquire. Inheritors can be fighters, mages, clerics, thieves, or bards. The Inheritor kit is unique to the SAVAGE COAST setting. Because of its special nature and importance to the setting, the Inheritor's description is more extensive than that of any other kit.

° *Local Heroes* are members of the lower classes and usually live in rural areas; they are heroes of the local populace. Local Heroes can belong to any character class but are rarely specialist wizards, wild mages, or specialty priests. This kit takes the place of the Peasant from *CFH*, *CPH*, and *CWH*; the Adventurer from *CTH*; the True Bard from *CBH*; the True Paladin from *CPaH*; and the Village Druid from *CDH*. Allowing the most flexibility, it is the default kit, for use if all others are inappropriate for a character.

° *Nobles* are members of the upper classes and ruling families in those nations and states that have such things. Nobles can belong to any character class except bards, thieves, necromancers, and wild mages. This kit takes the place of the Noble Warrior from *CFH*, the Nobleman Priest from *CPH*, and the Patrician from *CWH*.

° *Spies* are those characters who infiltrate enemy groups to discover their secrets. In this setting,

the spy kit is not limited to thieves: Wizards of all types, bards, fighters, and rangers can also take the Spy kit, which is adapted from the Spy kit in *CTH*.

° *Swashbucklers* are dynamic and witty, often known for their daring escapades. In this setting, the Swashbuckler kit can be used with warrior, rogue, or wizard classes. Swashbucklers were first described in *CFH* and *CTH*.

Inheritor

An Inheritor is a character trained to harness and control the beneficial effects of the Red Curse, gaining multiple Legacies while using *cinnabryl* to stave off the detrimental effects. Because of this, Inheritors seek to control the supply of *cinnabryl* so they will always have enough for their needs. This also leads them to monitor the users of Legacies and the trade of *red steel*, making Inheritors something like self-appointed "curse police" (a nickname they have acquired in some regions).

Inheritors can be of any alignment, but they all have two major concerns in common: controlling the trade of *cinnabryl* and *red steel* to ensure their availability, and monitoring the use of Legacies to prevent abuse of those powers (and the backlash that abuse could incite). All belong to one of three exclusive, secretive societies, sprung from three earlier organizations which have existed on the Savage coast for decades. Historically, these groups have aligned along lines of Law versus Chaos. Officially, less attention is paid to questions of good versus evil—especially in the Neutral and Chaotic camps—though that struggle takes place at the personal level.

Lawful Inheritors belong to the Order of the Ruby, the organization once known as the Brotherhood of Order or the Lawful Brotherhood. Individuals are known as Inheritors of the Ruby or Ruby Inheritors. Most of these Inheritors seek to one day reverse the Red Curse. They believe that gaining multiple Legacies will help them more fully understand the Red Curse and that fighting the curse is possible only by using Legacies against it. The symbol of a Ruby Inheritor is a ruby carved with a rune indicating the character's status in the organization. The ruby can be worn as jewelry or simply carried.

Chaotic Inheritors belong to the Order of the Flame, once called the Friends of Freedom, the Chaotic Alliance, and (in some places) the Chaotic Sisterhood. Individuals are known as Flame Inheritors or Inheritors of the Flame. These people become Inheritors because it is a road to power they can use for their own ends. The symbol of a Flame Inheritor is a specially decorated box that holds ceremonial flint, steel, and tinder.

Neutral Inheritors belong to the Order of Crimson, once known as the Neutral Alliance. Individuals are known as Crimson Inheritors. Most believe the Red Curse is a test from the Immortals. Good Crimson Inheritors believe Legacies should be used to help others, those of true neutral alignment believe they must be used to support the balance of nature, and those rare evil Crimson Inheritors think the Legacies are curses that should be used to test others. A Crimson Inheritor's symbol is some sort of red cloth, such as a handkerchief, a sash, or even a cape.

The orders are opposed in many ways, though divisions are not absolute. Crimson Inheritors often ally with the other orders—good ones usually with the Order of the Ruby, evil ones generally with the Order of the Flame.

Each order determines a leader to solve disputes within the order and guide it toward its goals. The Ruby Order elects their leader, the Flame Order leader is determined by combat, and the leader of the Crimson Order is the highest level cleric. These three leaders have a monthly Conclave in the capital of Bellayne, each often bringing assistants or aides. At the beginning of each year, the leaders gather in a Grand Conclave, along with any other Inheritors who want to be there. The Crimson Order's leader presides over Conclaves and Grand Conclaves, which are held to mediate order disputes, exchange ideas and information, and discuss common problems.

For instance, suppose an evil Inheritor thief acquires *cinnabryl* by stealing amulets from the peasants of a town. A good Inheritor fighter from the village takes offense. The characters could fight (after challenges have been issued) or bring their conflict before others. If they belong to the same order, that order's leader mediates the dispute and makes a decision. If they are of different orders, the Conclave mediates the dispute; if the Conclave is far away (in time or distance), a Minor Conclave, consisting of a single non-involved member (usually a cleric) of each order, can be called to mediate informally. The mediator(s) would probably decide against the thief, who should have asked permission from the fighter before stealing *cinnabryl* in his area.

The secrets of gaining multiple Legacies are jealously guarded by the orders. They teach the procedure only to members, beginning with initiation into an order. Inheritors must protect the secrets of the orders; those who do not are considered renegades and are punished. Though Inheritors with differing philosophies and alignments sometimes have disputes, their behavior toward one another is guided by a set of regulations enforced by the orders. Prospective Inheritors are trained for a full year before being initiated (and reaching 1st level) to ensure that they will adhere to the Code of the Orders; few secrets are revealed to neophytes before that initiation.

The orders also have associate members, people who are not Inheritors, but who aid Inheritors in their endeavors. Associate members also have certain privileges and responsibilities. They can be

sponsored by any Inheritor but can be initiated only by a bard or cleric of the order; associate membership is unofficial until recorded by a cleric. A member or associate member of an order always wears or carries the order's symbol, though any member on a secret mission certainly does not display the symbol openly.

Besides the symbol of an order, an Inheritor often has a personal symbol, or sigil, as well; this is used to mark the Inheritor's works and possessions and is often displayed on a shield, breastplate, or cape or is worn as a pendant. No two personal symbols are alike, and the misuse of a sigil is considered a great affront to the owner and a crime against all the orders; both owner and order seek to punish offenders.

Inheritors are not common on the Savage Coast (yet), but the orders have members in every nation and maintain hostels in many cities. Some governments are hostile to the Inheritors, who consequently operate covertly in those places.

Character Class: Single-class fighters, mages, clerics, thieves, and bards can be Inheritors. Others are excluded from regular membership because their special interests interfere with the devotion and concentration necessary to control multiple Legacies. However, anyone can be an associate member of an order.

Races and Nationalities: The Inheritor kit is available in any land that suffers under the Red Curse. This excludes the City-States, Hule, the Yazak Steppes, and the Dark Jungle. Most of Nimmur, Jibarú, and the lands of the wallara are free of the curse; of these, only Jibarú has any native Inheritors, and these are rare. Inheritors are also rare in the lizard kin nations of Cay, Shazak, and Ator.

The orders sometimes take members from outside areas, but they must be trained for a year before joining. Thus, an Inheritor can come from Hule (or elsewhere) if the individual has lived and trained in a cursed area for a year or more.

Some races do not start with Legacies; becoming an Inheritor is the only way that they can gain any of the powers. A rare Yazi goblinoid might take the kit if the DM allows goblinoid characters. It is rare, but possible, for ee'aar and enduks to become Inheritors. Wallaras can never become Inheritors.

Requirements: An Inheritor can have any social class, gender, or alignment. The kit can be taken only by 1st-level characters.

Each of an Inheritor's ability scores must be at least 9. The order will not accept any member who is weaker in any area because of the toll exacted by the Legacies. High Wisdom and Intelligence are preferable.

Role: In many ways, an Inheritor is an individual with powers beyond those of mortals, almost a super-being. Inheritors can be heroes or villains, depending on their personalities and how others perceive them.

All Inheritors abhor the thought of being locked up or deprived of *cinnabryl* in some other way because of the horrible effects that can occur. This leads many to believe that Inheritors consider themselves above the laws of local governments (and some really do).

An Inheritor is generally self-confident and proud. For some, this is arrogance; for others, it is simply the self-confidence that comes from total belief in a cause. Because they are so confident, many Inheritors are often viewed as obnoxious boors. Other Inheritors are simply seen as capable though potentially dangerous. The exact manner of the character is up to the player; it is influenced by alignment, race, and class.

Lawful (Ruby) Inheritors are common. They seek control over the magical substances and help the people afflicted by the Red Curse. Chaotic (Flame) Inheritors care less about control and more about having enough freedom and possessions for themselves and their friends.

Though race does not seem to matter to Inheritors, some tendencies show through. Tortles are almost always serene in their confidence, rather than arrogant or obnoxious. Herathians almost always look for an end to the Red Curse, no matter what their alignment. People of Robrenn, Jibarú, Cay, Ator, and Shazak often look to end the curse with the more immediate goal of removing it from their homeland. They often join the Crimson Order.

Members of different character classes have distinct roles in the orders; this leads to dissimilar attitudes among them. Fighters are the guardians and soldiers of their order, and they are charged with the duty of crafting *red steel* weapons and monitoring the *red steel* trade. Bold in battle, they are the ones who are most often viewed as obnoxious or overconfident.

Thieves are given the duties of acquisitions and covert missions for their order, often "collecting" *cinnabryl* or *red steel* from its possessors without their knowledge. The job of crafting *cinnabryl* talismans also falls to an order's thieves. Though thieves tend to be quiet and competent, avoiding notice, Inheritor bards welcome public attention. They use their abilities to entertain others, while gaining information of interest for their orders. Bards are also responsible for circulating information such as Conclave news to members of the various orders. Also, it is usually a bard who initiates associate members and then reports the initiation to one of the order's clerics. Finally, in regions without Inheritors bases, thieves and bards distribute potions and talismans to members of the orders.

Inheritor mages study the Legacies themselves and can recognize manifestations at early stages. They make the potion base for *crimson essence*, used to gain multiple Legacies. Some mages consider themselves superior to other Inheritors because of their greater knowledge, but many feel a sense of impotence because they cannot prevent or negate the effects of the Red Curse.

Clerics are the historians and record keepers of the orders. They keep track of members, associate members, and their Legacies; the number of available talismans, amulets, and *crimson essence* potions; and the rules and strictures of the orders. Clerics make up the bureaucracy of each order, each serving in a semi-official capacity. They tend to be calm and unemotional, staying out of disputes among others. They are the preferred mediators of minor, local conflicts.

Class Modifications: This kit causes no modifications to the fighter class. Thieves receive no bonuses or penalties but tend to concentrate on the stealth skills of silent movement and hiding in shadows. Lockpicking and finding and removing traps are also popular skills. Bards have the standard skills for their class. Inheritor mages often prefer alteration and divination magic, though they are not limited in spell choice. Likewise, clerics can choose spells from any sphere. Clerics can be devoted to a specific Immortal or to a particular alignment. Those of particular cultures tend to stick with the Immortals, alignments, and spells of that culture.

Weapon Proficiencies: There are no special weapon proficiency additions or restrictions for Inheritors. However, an Inheritor must purchase a *red steel* weapon at 1st level, and fighters usually specialize at 1st level, tending toward swords. Inheritors never learn any firearm proficiencies.

Nonweapon Proficiencies: Each class of Inheritor receives bonus proficiencies. Fighters receive redsmithing, mages receive alchemy, thieves receive metalworking and disguise, bards receive legacy lore and information gathering, and clerics receive curse lore and reading/writing. Inheritor fighters are required to take weaponsmithing at 1st level. Recommended proficiencies include the bonus proficiencies for other Inheritor classes, as well as glassblowing, herbalism, local history, ancient history, and ancient languages. The armorer proficiency is recommended for fighters.

Equipment: Inheritors prefer to buy equipment of *red steel*. These are considered status symbols among Inheritors. Of course, it is easier for Inheritors to obtain *cinnabryl* and related substances as the following section explains.

Special Benefits: As mentioned previously, each Inheritor belongs to a society; these groups offer support in many ways. A member of an order can recognize other Inheritors by their order symbols (if not by other means). Inheritors can expect other Inheritors to treat them by the Code of the Orders, and in case of disputes, can expect mediation during Conclaves.

The orders also serve as the source of *cinnabryl*, *red steel*, *crimson essence*, and *smokepowder*, though the latter is used only for trade. In many locales, these substances are available only through and to Inheritors. Even associate members of an order find it difficult to obtain *cinnabryl* talismans and the base potion for *crimson essence*. Though Inheritor mages make *smokepowder* and the base for *crimson essence*, and Inheritor fighters craft *red steel* weapons, these items are often sold by Inheritor thieves and bards.

Crimson essence and *cinnabryl* talismans are integral to the most important special benefit of the Inheritor, the ability to acquire multiple Legacies. Before initiation into an order, a prospective Inheritor is taught how to control the magical power of the Red Curse. At the initiation, the individual imbibes a vial of *crimson essence*. Like anyone who drinks such a potion, the character gains a Legacy. However, while anyone else would receive the Legacy only temporarily, the Inheritor gains it permanently.

The training in control of magic continues as the Inheritor advances in level, and every third level afterwards (at 3rd, 6th, 9th, etc.), the character may consume another vial of *crimson essence* and gain another permanent Legacy. If the Inheritor tries to gain another power before training is complete, the potion grants the Legacy only temporarily (as for *crimson essence* consumed by non-Inheritors). When the Inheritor has reached an experience level sufficient to gain another power permanently, the character must purchase the vial of *crimson essence*, which is usually consumed during a ceremony performed by the Inheritor's order.

Crimson essence is made using *cinnabryl* talismans. The potion base is made by an Inheritor mage, using the alchemy proficiency. A specially crafted vial containing the potion base is then placed into a special compartment in a *cinnabryl* talisman (this compartment is the only real difference between a *cinnabryl* talisman and a *cinnabryl* amulet), which the Inheritor then wears. The power emanating from the *cinnabryl* and from the Inheritor (due to the Legacies), imbues the potion base with magic, eventually turning it into *crimson essence*. The change from potion base to *crimson essence* takes about two months, during which time the Inheritor must wear the talisman; if it is removed for more than a few minutes (one turn), the magic dissipates, and the potion base must begin the process again. This gives just enough time to exchange a potion vial from a holder of depleted *cinnabryl* to a fresh one.

It is possible for a person other than an Inheritor to create *crimson essence* using a talisman, but it takes six months. It is also possible for individual Inheritors to create more *crimson essence* than they personally need. These potions can then be sold to others who desire them.

Note: Though Inheritors who quit the orders are considered renegades (see "Special Hindrances"), a prospective member can quit before initiation without recrimination. Since a prospective member learns how to control a second Legacy, it is possible for that person to later obtain a second Legacy permanently with *crimson essence*, provided that the character manages to obtain the potion and remember his training. Thus, a character with another kit can sometimes have two Legacies.

Special Hindrances: One minor disadvantage of the Inheritor kit is its exclusion of all specialist, dual-class, and multi-class characters. If adding new classes to the campaign, DMs should not allow them to be Inheritors.

Another hindrance is the orders to which the Inheritors belong. Though the orders help in many ways, they can also cause problems. For example, Inheritors are disliked in some places because they are viewed as self-appointed police who selfishly hoard *cinnabryl* and related materials. Since all Inheritors wear recognizable symbols (except when on covert missions), they usually can be recognized easily. In places where Inheritors are perceived as oppressors or criminals, they receive a +2 penalty to reaction rolls.

In addition, to remain in good standing with the orders, an Inheritor must follow their regulations and obey the decisions of the Conclaves. This might range from a directive for an Inheritor to move into a special area to a command to hunt down a renegade or other enemy of the orders.

The Code of the Orders: All Inheritors must also follow the Code of the Orders. The code exists primarily to protect Inheritors from other Inheritors, with most decisions regarding other people left up to individuals. With so many divisive philosophies among Inheritors, arguments are inevitable, so a unified code of behavior is important. This code is primarily a set of courtesies; it applies only to full members in good standing and has four parts.

1. The Sanctity of Home: An Inheritor cannot violate the home of another Inheritor. Thus, Inheritors and their possessions are safe from other Inheritors within their own home. Anyone who violates this rule becomes the enemy of that Inheritor's entire order.

2. The Official Challenge: An Inheritor cannot attack another Inheritor without first issuing a formal challenge. If an Inheritor on an adventure discovers another Inheritor and wishes to attack, he must first spend a round issuing a challenge. A challenge typically lasts for only the given encounter, but the person issuing it can specify an amount of time (as in "you are my enemy until the end of the year") or even make it permanent. This rule is intended to keep Inheritors from ambushing other Inheritors—unless a permanent challenge has been issued. Note that the target cannot reject the challenge.

3. The Rendering of Aid: An Inheritor must give aid to other Inheritors of the same order. This is usually a temporary alliance for a specific encounter but can also extend to giving shelter to an Inheritor and that person's traveling companions. The giver can decide exactly how much aid to provide, but cannot turn down a request completely. Generally, the person requesting aid makes the need specific. The two parties then negotiate on the exact help to be rendered. Once an agreement is made, it cannot be broken.

4. The Sacredness of Conclave: An Inheritor involved in a conclave of any type cannot be attacked by another Inheritor. This is for practical reasons, to prevent disruption at the Grand Conclave and protect those on the way to a conclave. Inheritors have been known to use this rule to protect themselves from attack, asking a leader for assignment at a monthly Conclave, volunteering for a Minor Conclave, or simply traveling to Grand Conclave. The claim must be reasonable; an Inheritor 10 miles from the capital of Bellayne cannot expect protection by claiming to be traveling to Grand Conclave a month before it starts.

An Inheritor who defies the code can be declared a renegade, as can one who tells the secrets of the orders or who consistently disobeys directives. Charges can be brought against an Inheritor only by another Inheritor. At the next conclave of order leaders (never a Minor Conclave), the accused is formally charged and given the opportunity for self-defense. If the conclave decides against the individual, punishments range from an order to correct the problem to a fine or even a sentence of death. The clerics of the orders record this decision, and word of it is spread by the orders' bards. Appeals are allowed only if the defendant can present new evidence to an order leader. An Inheritor who refuses to accept punishment is declared a renegade and becomes the enemy of all other Inheritors, the subject of a hunt by members of all orders. Renegades lose all protection of the code. Unless a conclave of order leaders specifically decrees otherwise, a renegade is wanted dead or alive.

Associate members of an order must also keep its secrets and follow the code, though they do not themselves enjoy its protection. Sponsors of associate members can be held accountable for their actions. An associate member can be charged with an offense and judged at a Minor Conclave. Appeals can be made through the sponsor and are decided by a conclave of order leaders.

Other Hindrances: Besides the political hindrances of the kit, some dangers are associated with acquiring Legacies as well.

One is the issue of training. If the DM uses the optional training rules, training for power gain and control must come from a higher level Inheritor, though class-related training can be conducted normally. Even if the optional training rules are not used, an Inheritor must somehow be taught to control the magic of the Legacies. If a trainer is not available at the time an Inheritor is ready to gain a third level and acquire a new Legacy, the character must learn without aid how to master the power. In game terms, the character suffers an immediate penalty of -10% to experience. Upon regaining the experience necessary to attain the new level, the character acquires the Legacy through his own study. Note that if a trainer becomes available during the interim, the character is restored to the minimum experience necessary for the new level and acquires the Legacy with the trainer's aid.

A character who permanently gains a Legacy also loses one point from one ability score, as explained in "The Curse and the Legacies" chapter. Since Inheritors gain multiple Legacies, they lose several points from ability scores over the course of a long career. The side effects of gaining a Legacy, such as red skin, also become more pronounced in an Inheritor.

Also, as the possessor of multiple Legacies, an Inheritor must be extremely careful to always wear *cinnabryl*. As explained in the next chapter, a character with a Legacy who loses contact with *cinnabryl* for too long suffers from the malign effects of the Red Curse. Among those are physical transformation and greater attribute loss. If any of a character's ability scores is reduced to 0 or below, the character immediately dies.

Finally, *smokepowder* interacts strangely with Inheritors because their bodies carry multiple Legacies. Whenever a *smokepowder* explosion occurs within two feet of an Inheritor (even the firing of a *smokepowder* weapon), a week's worth of the character's *cinnabryl* (one ounce) is instantly depleted. If the character has less than a week's worth of *cinnabryl* left, the amount remaining is instantly depleted, and any time left over is applied to the malign effects of the Red Curse (see "The Curse and the Legacies" chapter for details).

Wealth Options: An Inheritor starts with the same amount of money as a standard member of the appropriate character class.

Local Hero

Local Heroes are champions of the masses, perhaps the most common type of wandering adventurer. Never forgetting their roots, they are advocates of commoners and equality. Many Local Heroes espouse the "rob the rich and give to the poor" philosophy.

Most Local Heroes are from rural areas, but they can also come from insular urban communities.

Character Class: Any character class can take the Local Hero kit, though specialist wizards, wild mages, and specialty priests are rare.

Races and Nationalities: Local Heroes are found in the City-States, the Savage Baronies (though rarely in Gargaña), Renardy, Bellayne, and Herath, as well as among enduks. The kit is seldom used by people of Robrenn or Eusdria because the Local Hero often fights against oppression or struggles to improve living conditions of peasants, but no peasant class or oppression exists in either of these states. Tortles often use the Local Hero kit. Other player character races can use the kit if raised in a land that has social classes and if the individual is accepted among the locals. Regardless, wallaras never use the Local Hero kit.

Requirements: Local Heroes are almost always from the lower class, rarely the middle class, and never the upper class. They tend to be of good alignment and are usually not chaotic, though the kit has no particular requirements.

Role: The Local Hero is normally very conscious of the role he plays as the hero of a particular community. Local Heroes never forget where they came from, and they try to make things better for their families and communities. They fight for common folk, protect the helpless, and often have little patience or respect for the wealthy or the nobility. This sometimes brings them into conflict with other elements of society. This is why the Local Hero is sometimes cast in the role of rebel leader (as in Narvaez and Almarrón).

No matter how famous or important Local Heroes become, they remain simple persons in manner and appearance. If forced to dress in elegant clothing or fill a political office a Local Hero is often uncomfortable, usually believing someone else to be more deserving.

Some Local Heroes go as far as taking vows of poverty, but most just don't care much about personal gain, preferring to share wealth. They tend to be open and honest, never cheating or taking advantage of local commoners, and they try to persuade companions to follow their lead. If a treasure is recovered near a small community, the Local Hero often argues to split the treasure with the community or at least return anything stolen from it.

In an adventuring group, the Local Hero's skills are used to help the group and are never turned against comrades.

Class Modifications: Local Hero wizards have no school restrictions, but they prefer illusion,

abjuration, and invocation/evocation. Necromancy and divination are relatively unpopular. Priests can be devoted to any Immortal, but seldom revere Immortals of philosophies (like good or evil) or prosperity (preferring Immortals of honest trade). A Local Hero thief usually has an even advancement of skills but sometimes stresses the more mechanical ones (lockpicking and finding and removing traps) as the most useful.

The Local Hero ranger's chosen enemy is the biggest threat to the community. Such a character seldom has an unusual primary terrain, instead taking a terrain conducive to habitation. Local Hero druids are involved with agriculture or other local food production, discouraging locals from harming the environment. Local Hero paladins are usually independent or owe allegiance to a mentor or local church. They seldom become attached to a large organization.

Weapon Proficiencies: A beginning Local Hero character must choose from the following weapons initially: short bow, dagger, knife, hand axe, throwing axe, quarterstaff, lasso, bolas, club, dart, footman's flail, short sword, long sword, scythe, machete, and sickle. However, Local Heroes can take a proficiency in only one weapon not normally allowed to their classes, but druids and other priests usually stick with the weapons normally available to them, even at 1st level. At higher levels, Local Heroes must take other weapons normally available according to character class but seldom take proficiencies in exotic weapons.

Nonweapon Proficiencies: A rural Local Hero's bonus proficiencies are agriculture or fishing and weather sense or animal lore. An urban character receives agriculture (for gardening) or fishing and a one-slot craft proficiency from the "General" group, such as carpentry, leatherworking, or pottery. Recommended proficiencies include all those in the "General" category, plus weaponsmithing (crude).

Equipment: Local Heroes prefer simple equipment, and not a lot of it (except thieves, who sometimes have a penchant for gadgets). They have the standard armor restrictions of their particular classes. When beginning play, a Local Hero can have no more than 5 gp in coins left unspent. See also "Special Hindrances."

Special Benefits: Local Heroes are known in their home community and can expect shelter and help from the people there. The citizens will hide a Local Hero, provide food or equipment, or even offer assistance. The Local Hero receives a -2 reaction roll bonus from commoners of other areas, except in xenophobic places.

These benefits are rescinded if the Local Hero is known to have harmed local folks in some way. The Local Hero must work to restore the community's confidence to regain the benefit.

Special Hindrances: A Local Hero's community often comes to the character for help whenever the village is threatened by marauding monsters, bandits, or tyrants. Local Heroes who turn away such a request for help suffer a +2 reaction penalty instead of the normal bonus until back in the community's good graces.

A Local Hero must spend a total of at least one month per year in his home community. If for some reason this becomes impossible, large donations to the local causes often keep him in good standing with the people. If this happens repeatedly, however, the character will still lose support of the commoners. This will cause a loss of the benefits listed above until the character spends a full month in the community.

As mentioned before, a Local Hero never retains wealth. He keeps enough money to support himself and usually gives any excess to local charities. At least 10% of the Local Hero's income is donated to the community.

Characters who do start collecting valuables, wearing expensive jewelry, or otherwise trying to raise their station can still be considered Local Heroes if they act the part but lose the kit's reaction bonus because others perceive such a character as no longer being "one of them."

Wealth Options: The Local Hero receives the standard starting funds.

Noble

A Noble character belongs to the highest social classes of the land. As children, Nobles receive tutoring and training to give them skills and opportunities beyond those of more common folk. They are used to the finer things in life. Nobles also have a social prejudice: They believe in the superiority of the upper classes and in their right to rule. They prefer the company of other nobles and are often disdainful of peasants. However, Nobles also feel a sense of duty to their land and family, giving them something of a sense of honor. They become adventurers because of these duties or to find an exciting change from their daily obligations.

Not all persons of the upper classes need take this kit, however. It exemplifies an attitude that, while common, is not held by all members of the nobility.

Character Class: A Noble can be a warrior, priest, bard, or wizard of any type except necromancer or wild mage. Noble rangers are uncommon, and Noble druids and bards are found only in Robrenn.

Races and Nationalities: A Noble can come from the City-States, the Savage Baronies (except for Almarrón, and they are uncommon in Cimarron, Torreón, and Gargoña), Robrenn, Eusdria, Renardy, Bellayne, and Herath. Ee'aar can also be Nobles. A non-native can never take the Noble kit;

turtles, lizard kin, goblinoids, wallaras, and phanatons are never Nobles, even if adopted.

Requirements: The Noble must be born to the aristocracy or adopted into it. Nobles are seldom evil, and they have no gender or ability score requirements.

Role: Nobles are taught duty to their family and their homeland, leading most to act chivalrously. Society expects a Noble to be courageous, protective of the defenseless, and gallant. Some Nobles are less dependable than others, however. Nobles of Bellayne, Robrenn, Eusdria, Torreón, Gargaña, and Saragón tend to be the most responsible.

Nobles are often arrogant, even snobbish, though they try to act well mannered and courteous, even to those they do not respect. They are usually well educated. They dress in fine clothing and usually loathe any activity that demeans them or causes them to get dirty.

Some Nobles, especially those from Robrenn and Eusdria, are not arrogant or opposed to working with those of lower station, though they are still certain that they were born to rule.

Class Modifications: Noble wizards prefer powerful schools, such as invocation/evocation, alteration, and conjuration/summoning; they dislike necromancy. A Noble ranger's chosen enemy is the creature that most threatens his holdings; followers must be acceptable among the nobility. Noble paladins almost always serve the local government, sometimes a family mentor. Noble bards have no class modifications.

Weapon Proficiencies: A Noble of any character class is required to take proficiency in the sabre (except druids, who can take scimitar instead). Punching specialization is common in most areas, martial arts in Bellayne. Warriors and priests often become proficient in horseman's flail and horseman's mace. Lances are also popular among Noble warriors.

Nonweapon Proficiencies: Nobles receive etiquette and heraldry as bonuses. Land-based riding is required. Recommended proficiencies include dancing, gaming, hunting, local history, musical instrument, and reading/writing.

Equipment: With starting money, a Noble must buy a sabre (scimitar for druids) and a mount with full equipment (saddle and so forth). Characters who wear armor must buy it, never accepting anything worse than scale. In all cases, the Noble must pay extra for all equipment; see "Special Hindrances."

Special Benefits: Nobles receive more starting money than other characters; see "Wealth Options." They receive a -3 reaction bonus from other members of the nobility in their homeland, a -2 bonus from nobles of other lands and the common folk of their homeland. (Though commoners may dislike the nobility, they are likely to treat them with respect).

Nobles can demand shelter from the people of their homeland and can expect shelter from the nobility of any land of the Savage Coast. Other nobles will offer shelter to a Noble PC's companions as well, up to a number equal to twice the PC's level.

In their homeland, Nobles can administer justice.

Special Hindrances: To maintain their status, Noble characters must buy above-average goods and services, paying 10% to 100% more than normal, as determined by the DM. This is part tip, but also indicates that the Noble is actually receiving higher quality materials and services. A Noble who buys substandard goods (average or lesser quality) starts looking shabby, and loses the kit's reaction bonus.

A Noble has obligations and duties. If these are not fulfilled, other nobles might consider the character a parasite, and the reaction bonus from them is lost. Nobles who gain a bad reputation, whether deservedly or not, suffer a +6 reaction roll penalty from all who know of the reputation.

One of the Noble's obligation is to extend shelter to other members of the nobility. This can be rather costly.

Wealth Options: In addition to the standard funds granted according to character class, a Noble receives 200 gp in starting funds.

Spy

Because wars and other conflicts are common on the Savage Coast, almost every government employs spies to gather information from other countries and relay it back to their superiors. A Spy might work directly for a government official, for the military, or for a guild or other organization (such as one of the Orders of Inheritors). The Spy is an expert infiltrator and can generally be trusted by an employer; a Spy who betrays a contract can quickly gain a bad reputation.

Character Class: Any thief, bard, fighter, ranger, or wizard can take the Spy kit. Thieves are by far the most common Spies, and those thieves with magical skills are quite good as Spies.

Races and Nationalities: Spies can come from the City-States, any of the Savage Baronies, Robrenn, Eusdria, Herath, Renardy, Bellayne, and Shazak. Gurrash, caymas, phanatons, and wallaras do not become Spies. Turtles are rarely Spies, but since turtles are an often-ignored peasant group, they can be especially effective in some situations.

Requirements: Spies can come from any social class, alignment, or gender. Lawful Spies are more common than those of other alignments. In addition to any requirements for character class, the Spy must have an Intelligence of 11 or more.

Role: Some Spies retire from that endeavor when they become professional adventurers, using their skills to infiltrate and gather information for companions. Others still serve as Spies for a government or other institution, going on adventures between jobs, but essentially remain "on call" for their primary employers.

Spies are naturally very secretive. Because they take on many different roles and must keep a tight rein on what information they disseminate, they tend to talk infrequently, especially about themselves. Many Spies have a cover identity or even a number of different aliases; they might try to maintain one or more of these when with an adventuring party.

The Spy can be smooth and sophisticated, or crude and brutal, depending on the roles he takes the most often. Most Spies become specialists of sorts, and can take an assignment that lasts for years. In some cases, the Spy might even choose to be an adventurer as a cover, because adventurers are often given a sort of grudging respect that allows them passage when others are restricted; in this case, the Spy might never reveal his true name, character class, or motivations to companions.

Though the thief, with superb infiltration and acquisition skills, seems to be the perfect character to become a Spy, other classes can take the kit as well. Thieves are probably the most mercenary of Spies, changing employers slightly more often than others. A Spy bard has a natural cover, as a wondering entertainer, allowing them to travel widely and listen to tales and conversations, often at the courts of nobles.

A Spy ranger usually operates in the wilderness, acting as an army scout, infiltrating a group of bandits, keeping watch on a tribe or group of nomads, or watching troop movements; in many ways, the Spy ranger is like the thief with the Scout kit (from *CTH*). A Spy wizard augments his skills with magic, often disguising the character's true class.

Class Modifications: Since the profession can lead the character into many diverse situations, the Spy thief usually acquires a fairly even distribution of skills. A bard receives no special modifications to class abilities. A Spy ranger can choose any primary terrain and species enemy. Some rangers refuse followers because they might break the character's cover, while others use their followers as an intelligence network.

A Spy wizard automatically learns the *change self* spell at 1st level, and *alter self* when he reaches 3rd level; these two spells are available even to specialists who would normally be unable to learn them. Many Spy wizards concentrate on illusions and alterations.

Weapon Proficiencies: Spies are restricted to the weapon proficiencies normally allowed because of character class. Because of the need for a cover identity, they can carry weapons not allowed but use them with a non-proficiency penalty. At the DM's option, a Spy who carries a weapon for a very long time (at least three experience levels) can be allowed to spend a proficiency slot for that one weapon, even if it is not a weapon normally allowed to that character class.

Nonweapon Proficiencies: The character gains bonus proficiencies in disguise, information gathering, and observation. Most Spies take the acting proficiency, especially if they plan to imitate another race, nationality, or character class for any length of time. Recommended proficiencies include alertness, etiquette, forgery, heraldry, local history, reading/writing, reading lips, trailing.

Equipment: Spies receive no special equipment restrictions or allowances. However, a Spy wizard can wear leather armor for disguise purposes; because the armor is uncomfortable and unusual for the character, though, he receives no bonus to Armor Class. Magical bonuses and those for Dexterity apply normally. Even though leather armor provides no protection, it still prevents certain magical items, such as bracers of defense, from functioning.

Spies enjoy special or magical gadgets and often have custom equipment made, such as a cane that conceals a rapier or a staff that houses a spring-loaded blade. A Spy often carries more than he appears to carry. For some ideas, see *CTH* and *CFH*.

Special Benefits: The Spy has no special benefits other than those listed elsewhere.

Special Hindrances: The Spy has no special hindrances other than the profession itself, which often warrants the death penalty from the victims of the spying and which requires the character to perform tasks for an employer.

Wealth Options: The Spy receives standard starting funds.

Swashbuckler

This character is roguish and acrobatic, a daring individual who wields rapier and rapier wit with equal skill. Though possibly capable of wearing armor and wielding heavy weapons, a Swashbuckler is more comfortable when lightly armed and armored. The Swashbuckler is the sophisticated, but seldom serious, hero or villain who rebels against societal standards.

Character Class: Any warrior, wizard, or rogue can be a Swashbuckler, though Swashbuckler paladins and necromancers are quite rare and Swashbuckler rangers are uncommon.

Races and Nationalities: Swashbucklers are most common in the Savage Baronies, with the exception of Cimarron and Guadalante. Characters from Bellayne and Herath can also take the kit, and Swashbucklers are common in Renardy. Caymas, gurrash, and wallaras never take the kit, even when raised in other cultures. It is rare, but possible, for tortles, shazaks, and phanatons to be

Swashbucklers.

Requirements: Swashbuckler characters can be of any alignment, social background, or gender, but they are seldom lawful and often have aristocratic or wealthy backgrounds. They must have a 13 or better in Strength, Dexterity, Intelligence, and Charisma.

Role: Though some have deep motivations that are seldom shared with others, most Swashbucklers are thrill seekers, adventurers because of a whim. Sometimes characters moonlight as Swashbucklers, leading an entirely different career by day. Swashbucklers are usually chivalrous, or at least pretend to be, though this is less because they believe in chivalry than because they like the esteem.

A Swashbuckler often gains a reputation and notoriety, which is not always good. Cunning and dashing, the epitome of charm and grace, these characters are often found on the wrong side of the law because of their common disrespect for authority. They sometimes ally with bandits or pirates, typically leading such bands.

With charm and wit, a Swashbuckler often gravitates toward the position of group leader, or at least group spokesperson. However, these characters tend to dislike such responsibilities and are more comfortable with wild theatrics and acrobatics than either politics or real fighting. They are most comfortable in cities, where they can shine amid squalor.

Class Modifications: A Swashbuckler thief usually balances all skills but tends to emphasize picking pockets (more for sleight of hand). Skills such as moving silently and hiding in shadows tend to suffer because the character likes being noticed. Among Swashbuckler wizards, the schools of alteration, enchantment/charm, and illusion are popular. Rangers usually choose a species enemy that brings notoriety, a recognized but not terribly dangerous foe. Thieves, paladins, and other characters are almost always independent, seldom working with guilds or other organizations. Most classes have an expanded range of weapon and nonweapon proficiencies available.

Weapon Proficiencies: The weapons of the Swashbuckler are the rapier, sabre, main-gauche, and stiletto. At 1st level, a Swashbuckler receives a bonus weapon proficiency slot which must be used for one of these weapons; the most common choice is the rapier. Swashbucklers of any class fight with a warrior's THAC0 with that chosen weapon. Until a Swashbuckler is proficient in all four of these weapons, at least half the character's proficiency slots must be used on them. Swashbucklers can become proficient in the use of wheellock pistols, and many prefer them. Swashbuckler warriors and rogues of all types can take wheellock specialization (most prefer the belt pistol, but a few use the horse pistol instead). The character is also fond of special maneuvers. Many learn secret passes, mostly leaning toward the Moncorvo fighting school (see the "Proficiencies" chapter for details on secret passes).

Nonweapon Proficiencies: The Swashbuckler's bonus proficiencies are panache and tumbling. Recommended proficiencies include alertness, artistic ability, blind-fighting, dancing, disguise, etiquette, fast-talking, gaming, jumping, navigation, seamanship, tightrope walking, and gunsmithing. All other rogue group proficiencies are appropriate as well. Rogue proficiencies do not cost extra slots, no matter what the character's class.

Equipment: At 1st level, these characters must buy their weapon of choice. All other gold can be spent as the individual sees fit, though Swashbucklers tend to buy stylish clothing and exotic equipment. Swashbucklers must adhere to the armor restrictions of their class.

Special Benefits: A Swashbuckler has two special benefits, besides those mentioned under proficiencies. When wearing light armor (leather or padded) or none, the character receives a -2 bonus to Armor Class. As a dashing figure, the Swashbuckler also receives a -2 bonus on reaction rolls from NPCs of the opposite sex.

Special Hindrances: Just as the Swashbuckler seeks adventure, adventure comes looking for the Swashbuckler. A reputation often precedes the character, leading Duelists and other Swashbucklers to challenge the character's prowess.

Strange luck affects these characters. For example, if a member of the local nobility falls ill, a Swashbuckler might be asked to imitate him—in the midst of an assassination plot. A helpless person running away from something might stumble into a Swashbuckler's arms and ask for help. A Swashbuckler who leaps off a hill to avoid capture might find himself in an ogre camp and have to talk his way out.

Life conspires to make things a little more difficult for Swashbucklers, and the DM should throw a little more good-natured bad fortune their way than at other characters. The use of "gauche" points is one way to do this (see the panache proficiency description in the "Proficiencies" chapter for details).

Wealth Options: The Swashbuckler receives the standard funds according to character class.

Warrior Kits

Because of the nature of the Savage Coast, more kits are available to warriors than to any other class. The following is an overview of these kits:

° *Beast Riders* are warriors bonded to a certain type of animal, which they use as a mount. They are exotic people, often seeming savage and animal-like in behavior.

° *Defenders* are warriors devoted to a specific religion, something like paladins. Defenders can be of any alignment. Only fighters can become Defenders.

° *Gauchos* are horse-riding cattle herders of the grasslands. These warriors tend to be crude and unruly. They are comfortable in the outdoors, and they enjoy the excitement of adventuring.

° *Honorbound* follow a strict code of honor and behavior. They are something like the samurai of Oriental settings, something like the mamluks of Arabian settings, something like the honorable knights of Western European cultures. Honorbound warriors usually belong to special companies of like-minded individuals.

° *Myrmidons* have been trained as soldiers and usually adventure as mercenaries.

° *Savages* are warriors from primitive cultures, usually with a stone age level of technology. Relatively peaceful, the Savage is usually a hunter and tribal protector from a wilderness area.

Beast Rider

The Beast Rider is an elite warrior in his culture, one who has bonded with a particular type of mount. Beast Riders are common enough on the Savage Coast but are still intimidating and a little exotic to most people. A Beast Rider often serves as a guardian of the homeland but can go adventuring to learn more about the world. The characters often have trouble finding lodging for their mounts, though settlements in Bellayne and Renardy and some towns and cities in other nations have stables for the exotic animals they ride.

Character Class: Any warrior can be a Beast Rider.

Races and Nationalities: Beast Riders can be lupins from Renardy, rakastas or elves from Bellayne, or shazaks from Shazak. If goblinoids are allowed as PC races, Yazzi and Yazak goblinoids can be Beast Riders. No other races or nationalities can take the kit.

Requirements: Beast Riders are seldom from the lowest classes. They tend toward neutral alignments, but they are not actually restricted according to social class, alignment, or gender. A Beast Rider must have a Charisma of 13 or higher.

Role: While elite warriors in their own society, Beast Riders are often viewed as intimidating in other cultures or as potential enemies in the land of other types of Beast Rider. A Beast Rider should be played as an outsider when away from home; rakasta and elf Beast Riders are considered outsiders even in the larger settlements of their own homeland.

Beast Riders usually like all types of animals and are especially protective of those related to their mount. The characters do not understand how someone can mistreat a mount, tending to be unfriendly toward those who do. If the rest of the party accepts a Beast Rider and minimizes harm to normal animals, especially mounts, the character considers them family.

Class Modifications: A ranger's species enemy is never the same as his mount. If a neighboring Beast Rider culture is an enemy, rangers might choose that culture's mount if it is different from their own. Most Beast Rider rangers choose plains or steppes as a primary terrain.

A Beast Rider paladin does not call a war horse. Instead, the paladin's mount has an added 2 Hit Dice and a -2 bonus to its Armor Class. Beast Rider paladins usually owe allegiance to their specific clan or village.

Weapon Proficiencies: A rakasta Beast Rider must take claws as a weapon proficiency and often use war claws (see the "Proficiencies" and "Equipment and Economics" chapters). Beast Riders have no weapon restrictions, though if goblinoids are allowed, they should be restricted to the weapons of their culture. They prefer weapons associated with mounted combat: short bow or short composite bow, horseman's flail, horseman's mace, horseman's pick, lance, spear, and saber.

Nonweapon Proficiencies: Bonus proficiencies include animal training and riding (each for the species of the Beast Rider's mount). Recommended proficiencies are animal handling, direction sense, fire-building, veterinary healing, animal lore, hunting, set snares, survival, tracking, and weaponsmithing (crude).

Equipment: A Beast Rider can wear only leather, studded leather, padded, or hide armor (plus helmet and shield if preferred). Hide or leather armor made from the hide of a mount who served faithfully and continues to do so is preferred by many, but a mount is never slain to make armor.

Special Benefits: The Beast Rider has an amazing rapport with the type of animal used as a mount, receiving a -5 bonus to reaction rolls whenever dealing with these animals. If a roll is 9 or less, Beast Riders can persuade attacking animals of that type to leave them and their allies alone.

Lupin Beast Riders use dire wolves as mounts, while rakastas and elves use feliquines - creatures that have the heads and forelegs of a lion and the hindquarters of a horse (see below). Shazaks use huge bats (mobats), as described in the MONSTROUS MANUAL accessory, but these have 5 HD and a true neutral alignment. These mounts are exceptionally large and strong. Trained feliquines and dire wolves have the speed and carrying capacity of medium warhorses, while trained mobats have the carrying capacity of a medium warhorse and flying speeds equal to a heavy warhorse's ground speeds. All mounts can go full speed only if carrying 220 pounds or less. Beast Riders almost always weigh less than 200 pounds, though shazak Beast-Riders weigh just over 200 pounds.

Goblinoids use the following mounts: Orcs use war boars; hobgoblins ride dire wolves; goblins of

the Yazaks ride worgs; and the Yazi gnolls use horses. Yazi goblins seldom use mounts, riding worgs when they do. Ogres and trolls never use mounts.

A Beast Rider character is bonded with an animal of the appropriate type in a special ceremony and begins the game with that creature as a mount and personal friend. The animal is devoted to the Beast Rider and will risk or even sacrifice its life for the character. If the animal's alignment is different from that of the rider, it slowly changes to match (about one alignment step per level gained by the rider).

Beast Riders have a telepathic rapport with their mount and when in physical or visual contact, can tell what the animal is feeling and thinking, communicating without appearing to do so. Even when Beast Rider and mount are not in sight of each other, each knows the other's emotional state, physical condition, direction, and approximate distance.

Feliquine: AC 5; MV 18; HD 4+4; THAC0 17; #AT 3; Dmg 1d6/1d6/1d10; SA Kick for 2d6; SZ L (10' long); ML 12; Int Semi- (2-4); AL N; XP 175.

Special Hindrances: As an outsider, the Beast Rider suffers a +3 reaction roll penalty from people of other cultures, including Beast Rider cultures who use other mounts. Beast Riders are expected to act the same way toward their mounts as the mounts do toward them; they for instance, they must be willing to risk or sacrifice their lives for their animals. Beast Riders who do not act appropriately are considered to have abandoned the kit.

A Beast Rider can have only one mount at a time. If the mount dies, the Beast Rider immediately takes 2d6 points of damage from grief. In addition, the character must make a successful saving throw vs. spell or suffer as if affected by a *feeblemind* spell for 2d6 hours (or until cured with a *heal* or *wish* spell). Upon recovering, the character must find another mount or abandon the kit. This is a quest worthy of an entire adventure. Likewise, a mount whose rider dies will often find a new one.

A Beast Rider paladin who loses a mount cannot find another of the same exceptional quality as the original. Although the mount will be of lesser quality, it can be the best possible for a normal specimen.

Wealth Options: The character has normal starting funds.

Defender

The Defender is a paladin-like character, the guardian of a faith, religion, or church. A Defender can be of any alignment but is bound by that alignment and the precepts of the religion the character supports. Basically, such a character has all the hindrances of a paladin, though not as many benefits.

Defenders are found throughout the Savage Coast, where they are respected and sometimes feared, but always supported by those who have the same philosophy. Good or lawful defenders can serve as heroes in a campaign, while evil or chaotic defenders can be used as consummate villains.

Character Class: Only single-class fighters can take the Defender kit. If the Immortal supported by a Defender is the patron of a certain character class, the DM may allow multi-class Defenders, assuming that one of the classes is fighter and that the multi-class combination is open to the character's race. Similarly, a dual-class character could become a Defender; for instance, a thief could change classes to become a fighter and if devoted to an Immortal patron of thieves, could take the Defender kit.

Races and Nationalities: Defenders can be of any race or nationality, though the kit is illegal in Narvaez. They are quite important in Robrenn and among enduks, so are most common among those societies. Overall, they make up only a small percentage of the population. See the "Robrenn and Eusdria" chapter for information on the Defender in Robrenn.

Requirements: A Defender must have at least a 12 Strength and a 13 Wisdom. All social classes, genders, and alignments are open to the kit. Once a Defender's alignment is chosen, it cannot be changed without the loss of the kit.

Role: A Defender's role in a campaign depends largely on the individual's alignment and choice of Immortal. A character devoted to the druidic way is a sort of "druidic knight" and a Defender of nature, while chaotic evil Defenders who worship an Immortal of Entropy might be considered "anti-paladins." A Defender supports the religious hierarchy of a specific Immortal and has the same alignment as the order's priests (if they can choose from several alignments, so can the Defender).

Certain duties are common to all Defenders. They must safeguard their religious order and defend its priests, worship sites, and sacred items. They must protect the faithful and obey the priests. They may even be called upon to punish those who break the faith (assuming the order believes in such punishment).

Some people treat Defenders as a type of warrior priest, the fighting force of the faith, and even a substitute when priests are unavailable. Defender characters preach the tenets of their faith when the opportunity presents itself.

Class Modifications: Defenders can cast spells at higher levels, and in some ways, they are like specialty priests. If specialty priests are used in the campaign, Defenders must use only spells from

the spheres available to a specialty priest of their religion. Even if other specialty priests are not used, druidic Defenders are limited to the spheres open to druids. Similarly, Defenders from cultures with limited choices of priest kits should be restricted to the spheres open to those kits. If other specialty priests besides druids are not used in the campaign, a Defender not limited by faith or culture has access to the spheres of combat, divination, healing, and protection.

Weapon Proficiencies: If the Immortal worshipped by the Defender has a favored weapon, the Defender must become proficient in its use. If the specialty priests of the Immortal are restricted from certain weapons, so are Defenders of that faith. A Defender's other weapon proficiencies at 1st level are limited to the weapons available in the character's culture. Defenders who join fighting schools always choose the Verdegild school (see the "Proficiencies" chapter for details).

Nonweapon Proficiencies: Defender characters receive two bonus proficiency slots in religion, giving them general information about faiths of their homeland and nearby areas, plus precise knowledge of their own faith. Defenders are also required to take the ceremony proficiency (see the "Proficiencies" chapter) for the Immortal of their faith. Recommended proficiencies include all priest proficiencies, the ceremony proficiency for enemy Immortals, and any appropriate to the faith (such as agriculture and weather sense for druidic Defenders).

The Defender does not have to pay extra proficiency slots for priest group proficiencies. If the Defender's Immortal is a patron of magic, the character can take wizard proficiencies without extra cost, while the Defender of a patron of thieves can take rogue proficiencies without extra cost.

Equipment: Defenders must follow restrictions of their faith, race, and homeland but are not otherwise limited.

Special Benefits: Defender characters are recognized officials in their chosen religious hierarchy, so they enjoy the support of the order. A Defender can expect the faithful to offer shelter and to render aid when called upon. When encountering other followers of the same religion, Defenders receive a -3 bonus to reaction rolls.

A defender can detect beings of an alignment selected by the character at 1st level. Defenders may choose to detect law, chaos, good, evil, or true neutral. Most often, they elect to detect the alignment of enemies, but some choose the alignment of friends instead. A druidic Defender always chooses the ability to detect the true neutral alignment.

A Defender also gains the ability to cast priest spells at higher levels, as shown on **Table 12.1**. See "Class Modifications" for spell sphere restrictions. Defenders with high Wisdom scores do not gain extra spells.

Table 12.1: DEFENDER SPELL PROGRESSION

Defender Level	Casting Level	Priest Spell Level			
		1	2	3	4
1-5	—	—	—	—	—
6	1	1	—	—	—
7	2	2	—	—	—
8	3	2	1	—	—
9	4	2	2	—	—
10	5	2	2	1	—
11	6	3	2	1	—
12	7	3	2	1	1
13	8	3	3	2	1
14	9*	3	3	3	1
15	9*	4	3	3	1
16	9*	4	3	3	2
17	9*	4	4	3	2
18	9*	4	4	4	2
19	9*	4	4	4	3
20*	9*	4	4	4	4

* Maximum spell ability.

Special Hindrances: Just as some people support and even admire Defenders, others revile them. Defenders must prominently wear the symbol of their faith at all times, unless the faith specifically allows otherwise. Thus, the Defender can be easily recognized by enemies and receives a +3 reaction roll penalty from those not well disposed toward the character's religion. Defenders are prohibited from associating with enemies of their faith and usually hire henchmen of the same faith.

Defenders are obligated to uphold their demands of their religious order. They must obey the commands of priests more highly placed in the organization (of higher level if the DM has not defined the hierarchy). Commands range from guard duty to messenger service or recovery of sacred items.

The Defender must also spread the faith and minister to the faithful when a priest is unavailable.

In addition, Defenders must tithe to their religious institutions, giving 10% of their income—whether coins, jewels, magical items, wages, rewards, or taxes.

They must also follow the tenets of the faith. Failure to do so can result in forced abandonment of the Defender kit and all rights that go with it, perhaps even resulting in a hunt by other faithful to punish the offender for blasphemy or heresy. Defenders can be declared blasphemers for dereliction of duty.

Wealth Options: Defenders have standard starting funds.

Gaucha

The Gaucha is a warrior of the pampas, the grasslands of the Savage Coast's eastern regions. Gauchos herd cattle and other beasts, living off the land for weeks at a time, then entering a town for a little rowdy relaxation. They are very comfortable on horseback, and spend most of their time that way.

Character Class: Any warrior can be a Gaucha, though rangers are the most common. Gaucha paladins are extremely rare.

Races and Nationalities: Only humans and demihumans (elves, dwarves, and halflings) of the Savage Baronies can be Gauchos. The kit is common in Cimarron and Guadalante, but less so in Torreón, Narvaez, Almarrón, and Saragón. Gauchos are quite rare in Gargaña and are found only as visitors in Vilaverde and Texeiras.

Requirements: Gaucha characters usually come from the lower classes, though some come from the middle classes. A very few come from the upper classes, seeking the "romantic" life of the plains. No matter what their origins are, Gauchos are always considered lower class.

Most Gauchos are male, but they can be of either gender. They have no alignment restrictions, but tend toward chaotic alignments. A Gaucha must have a Constitution of at least 13. High Strength and Dexterity are also desirable.

Role: Gauchos are unruly frontier riders who live most of their life on horseback, herding cattle. When not herding, a Gaucha might live as a bandit or enter a small town to sample the local food, drink, and women. Gauchos could even join a military force as outriders or light cavalry, but few of them really have the temperament for such activities. They would likely join only in a fight for their own independence or to earn some money.

An adventuresome lot with a love for excitement, many Gauchos become professional adventurers because the thrill-seeking lifestyle appeals to them. In an adventuring group, a Gaucha might act as a scout. Gauchos like quick adventures without consequence and usually care little about grand political movements or fine military strategies.

Gauchos are generally crude and a little rude, but they usually have a soft-hearted streak hidden under that rough exterior. They are proud, swaggering rowdies with little use for the niceties of civilization. Most have a direct manner and are happy to solve problems with their fists or their wheellock pistols. Some are sneaky and sly, others honest and kind; the exact personality is left to the player.

Class Modifications: Gaucha rangers must choose grasslands as their primary terrain. Gaucha paladins are always independent; they are never associated with a government or a church. The bonded mount for a Gaucha paladin is always a horse.

Weapon Proficiencies: The Gaucha is required to become proficient with dagger, bolas, and the wheellock horse pistol. Other weapons allowed at 1st level include club, dart, hand or throwing axe, horseman's flail, mace, or pick, javelin, light horse lance, morning star, scourge, sword (saber only), and whip. Gauchos never become proficient with any type of polearm and rarely learn how to use a weapon inappropriate for mounted combat, but they can take other weapons after 1st level.

Nonweapon Proficiencies: A Gaucha's bonus proficiencies are direction sense and land-based riding (see "Special Benefits"). The characters are required to take the tracking proficiency (except for rangers, who already get it for free). Recommended proficiencies include animal handling, animal training, blacksmithing, cooking, fire-building, leatherworking, weather sense, gaming, hunting, set snares, survival, and weaponsmithing (crude). At 1st level, a Gaucha cannot take etiquette, and few take reading/writing.

Equipment: At 1st level, Gauchos must purchase either a riding horse or a light war horse; they receive a saddle, saddle blanket, bit and bridle, horseshoes, and saddle bags without expenditure. They prefer light war horses above all others and never own anything as large as a heavy war horse. A Gaucha must also purchase bolas and a dagger at 1st level. As soon as possible, the character must purchase a wheellock horse pistol as well. Gauchos travel light, so they keep other equipment to a minimum. They Gaucha never wear armor more bulky than studded leather.

Special Benefits: Besides the benefits listed above, Gauchos receive a -3 bonus on reaction rolls when they encounter other Gauchos. Gauchos also can always assess the quality of a horse.

Finally, Gauchos are experts on horseback and receive a +4 bonus to their proficiency score for land-based riding. Note that a natural roll of 20 is still a failure, even if the character's proficiency

score happens to be above 20.

Special Hindrances: Because the Gaucho tends to be rough around the edges, the character receives a +3 penalty to reaction rolls when encountering anyone from the Savage Baronies, other than another Gaucho. For the most part, people from other nations do not know of the Gauchos' poor reputation.

In addition, Gauchos spend money almost as quickly as they get it. At least half of what the Gaucho earns must be spent on "frivolous" things such as fine food or drink, a few days of expensive lodging, gambling, and so forth.

Wealth Options: The Gaucho starts the game with 10d10+100 gp but must spend most of it on initial equipment.

Honorbound

The Honorbound is a warrior who follows a strict code of honor, known as the Warrior's Honor. Honorbound warriors generally belong to special Companies that have ancient traditions (an Honorbound without a Company is considered a "Company of One"). Some groups of Honorbound owe allegiance to a particular government, while others work as elite mercenaries; some are professional duelists, and others are wanderers who fight for what they believe is right or simply for the sake of fighting. Each Honorbound wears a special emblem, chooses a particular weapon, and has a declared enemy of some sort.

The tradition of Honorbound warriors began centuries ago among the elven and rakastan cultures of the Savage Coast. The elves who became the ee'aar developed one branch of the tradition, while the rakastas and elves who settled in Bellayne carried on a second branch. The Warrior's Honor, while ancient, has changed little over the decades, so that when ee'aar recently returned to the Savage Coast, the ee'aar and Bellayne traditions were still almost identical. The ee'aar had spread the traditions to the enduks, while shazaks, tortles, and a few goblinoids had acquired it from the rakastas. The elves took the tradition to Eusdria, and gurrash later acquired it from the shazaks.

Honorbound warriors are easily recognized and highly respected by the cultures of the Savage Coast.

Character Class: Fighters, rangers, and paladins can take the Honorbound kit. A Company of Honorbound often consists of only one type of warrior (all rangers, all paladins, or all fighters). However, some allow dual-class or multi-class characters, though only with combinations of warrior and wizard or priest, never any that include rogue classes. Even priests are sometimes avoided to keep a Company free of religious overtones.

Races and Nationalities: Companies of Honorbound are relatively common in Bellayne, and Shazak and Um-Shedu each have a Company. Only ee'aar and enduks can join the Company in Um-Shedu, while only shazaks can join the sect in Shazak. Honorbound Companies in Bellayne accept rakastas, elves, and tortles, as well as a few humans, dwarves, halflings. Some Companies of Bellayne accept members of only a single race (rakastas, elves, or tortles).

Individual Honorbound are found in Renardy and the Savage Baronies. Not associated with any Companies, these Honorbound are mostly professional duelists. In the Savage Baronies, humans, elves, dwarves, and halflings can become Honorbound; in Renardy, most Honorbound are lupins, though a few are human or demihuman. No Companies are located in Renardy or the Savage Baronies.

The nations of Eusdria and Ator each have a single informal Company, a sort of national Company. All members have the same emblem and consider themselves members of the same Company, but no Company hierarchy exists. Enemies and weapons are chosen by the individual.

If goblinoids are allowed as PCs, the gnolls of El Grande Carrascal near the Savage Baronies should also have a Company of Honorbound, much like the Companies found in Eusdria and Ator. Individual Honorbound are occasionally found among the Yazak goblinoids. No other goblinoids can take the kit.

Requirements: An Honorbound can be born into any social class, renouncing such things when joining one of the Companies or otherwise starting a career as an Honorbound. Honorbound can be of either gender and can have any alignment except chaotic.

To become an Honorbound, a character must have minimum ability scores of at least 13 in Strength and Wisdom and at least 12 in Constitution and Intelligence.

Role: Honorbound are compelled by decades of tradition to follow particular rules of behavior. Because of this, they are correctly considered trustworthy, and they work hard to maintain their integrity. The Honorbound honestly enjoy combat as a way to find self-enlightenment, prove oneself, and test honor and devotion. Within the parameters of the Warrior's Honor, they can have any personality from dour to humorous, sedate to bloodthirsty.

Honorbound warriors are often sought by armies because they are reliable as leaders and soldiers. An Honorbound can stay with an army as long as that organization does not require the Honorbound to break any portion of the Warrior's Honor. Honorbound are sometimes granted land to govern, and they make effective managers. The characters are also sometimes sought by adventuring groups

because they make fine allies. Honorbound join such groups to see more of the world, embark on a specific quest, or spread teachings of the Warrior's Honor.

In any group, an Honorbound is tolerant of others. The character does not expect others to adhere to the Warrior's Honor and is seldom surprised (though occasionally disappointed) when they do not. An Honorbound realizes that others must come to the Warrior's Honor themselves and does not force it on anyone. As long as companions do not try to make the Honorbound forget the Warrior's Honor, the character can stay with the group.

The Warrior's Honor is split into two sets of governing regulations: Precepts and Protocols. Precepts are simple rules, generally phrased as things to do (or avoid) or as beliefs. Protocols are procedures to be followed in certain situations. Note that all Honorbound, of any alignment, follow the Precepts and Protocols of the Warrior's Honor.

The basic Precepts are as follows:

- °Honor is more important than life.
- °Fear is acceptable; cowardice is not.
- °Live to fight, and fight to live.
- °Respect your enemy.
- °Do not attack the defenseless, the weak, or the innocent.
- °Do not threaten the defenseless, the weak, or the innocent to exert control over an enemy (do not take hostages).
- °Do not involve yourself in the dishonorable actions of others.
- °Missile weapons are suitable for hunting, but not for war (the Honorbound can attack unintelligent beasts, undead, or otherwise unnatural beings with missile weapons but cannot use missile weapons against intelligent enemies).
- °Mind control (including charms and possession) is not to be used or tolerated.
- °Obey the leaders of your Company and those to whom you or the Company owe allegiance.
- °Avenge dishonor to Company, mentors, allies, and self—in that order.
- °Seek glory for the Honorbound, never for yourself.
- °If you are responsible for the death of a friend, companion, or follower, assume the obligations of that individual.
- °Honor those you care for by remembering them, even after their deaths.
- °Be tolerant of the beliefs and actions of others.
- °Spread the code by example, not by force.
- °Keep all promises.
- °Fulfill all duties.
- °Repay all debts.

The most important Protocols are summarized in the following text.

The Protocol of Adulthood states that a warrior reaches adulthood when he kills an enemy under honorable circumstances. Upon reaching adulthood, a warrior can choose to become an Honorbound by espousing the Warrior's Honor by oath and actions.

The Protocol of Host and Guest demands that hosts protect their guests from mortal harm and that a guest respect the rules put forth by a host. Neither host nor guest can make unreasonable requests of the other. Note that a host usually invites a guest for a specific period of time, after which the guest is no longer welcome and must leave unless the invitation is renewed. Only the actions of a guest can prematurely end the period of invitation.

The Protocol of Challenge and Fair Combat tells an Honorbound to inform enemies of an impending attack. For individual combat, the Honorbound issues a challenge, and the Honorbound's enemy must have time to respond. Thus, an Honorbound cannot attack an unprepared enemy, nor attack from behind. However, an enemy who is engaged in an attack on a friend or ally is considered prepared. For large-scale combat, a declaration of war is necessary; once this has been done, the armies of the enemy are considered prepared, and surprise attacks are allowable. An Honorbound can never participate in an ambush except against enemies in a declared war.

The Protocol of Dueling demands that an Honorbound learn and remember the informal dueling rules of the many lands of the Savage Coast. The two main types of duels considered are those with pistols and those with swords. Each Honorbound knows dueling rules, as explained in the dueling proficiency in the "Proficiencies" chapter. Honorbound of Renardy and the Savage Baronies are especially concerned with dueling.

The Protocol of Respect for an Honored Enemy states that an honored enemy, usually a leader of an opposing force, is accorded certain privileges. It is considered honorable to touch an honored enemy, without harming him, during melee. An honored enemy should be felled only in single combat. If captured, an honored enemy is treated as a guest. If called for, a captured honored enemy can be executed, but only in a formal ceremony. Honored enemies can be returned to their people in return for material or other concessions.

The Protocol of Negotiation declares that negotiations are sacred. They are a cause for a truce, and a truce should not be broken. To insure this, opposing forces exchange hostages during negotiations. These hostages are warriors who understand that their lives are held as proof of their force's honor. If the truce is broken by one side, the lives of the hostages from that side are forfeit.

The Protocol of Betrayers refers to those who break the oaths of the Honorbound. An Honorbound who abandons the Precepts or the Protocols is declared a Betrayer and is subject to a hunt and eventual death. This can be administered by any Honorbound. Betrayers besmirch the honor of all Honorbound, and cleansing is possible only if an Honorbound kills the Betrayer. However, to retain honor, individual Honorbound must ascertain the proof of betrayal for themselves. Even if orders have come down from the leader of an Honorbound's Company, individual Honorbound must determine the truth when the suspected Betrayer is caught. If the capturer cannot determine the truth, the suspected Betrayer must be brought before a group of at least six Honorbound, where the truth of the matter is decided, and a sentence carried out.

Individual Companies of Honorbound sometimes have additional regulations, but these are not considered on the same level with Precepts and Protocols. Company regulations are sometimes specifications of the Precepts and Protocols; they also include special weapons, duties, allegiances, and symbols. Each Company has at least a special weapon and a symbol.

Every Honorbound (whether a member of a Company or not) wears a white sash around the waist; this symbolizes the purity of honor for which the character strives. In addition, the Honorbound must wear a red circle emblem, symbolizing the blood shed by warriors. The emblem cannot be made of cloth (to avoid confusion with Crimson Inheritors).

An Honorbound's race usually determines the form and placement of the red circle. Elves, dwarves, humans, and halflings wear red circle markings on their face (such as on the forehead), on one cheek (never both), or on the back of a hand. Because of the Red Curse, a character's skin might already be red; in this case, the Honorbound surrounds the red circle with a white border. Ee'aar and enduks usually paint a red circle on one or both wings. Shazaks and gurrash usually wear the red circle as body paint; some paint a circle on a hand or on the face, while others might create a series of red circles all along one arm or wear the symbol on armor. Goblinoids use similar methods to the lizard kin. A rakasta Honorbound wears a circular, red-painted, ceramic pendant on a thong or chain around the neck. Tortles usually dye the red circle onto the front of their shells and add decorative symbols around it. Whatever the method, the red circle must always be shown and worn, never simply carried.

Each Company also has an emblem, which is usually worn in the center of the red circle. An individual not allied with a Company might have a personal emblem. Like the sigils of the Inheritors, the emblems of the Honorbound are considered private property, and their unauthorized use by others is a great offense. Each Company of Honorbound also has a declared enemy.

Class Modifications: Paladins and rangers who take the kit are required to specialize in a single weapon. In addition, the ranger's species enemy might be pre-chosen (see "Special Benefits").

Weapon Proficiencies: Honorbound must specialize in the use of one melee weapon at 1st level; this costs the normal number of slots. No Honorbound can ever specialize in more than one weapon. Tortles often use the staff. Rakastas often use war claws, though some prefer the katana. Honorbound who belong to a Company must use the weapon of that Company.

The Honorbound of Renardy and the Savage Baronies, most of whom are professional duelists, are allowed to specialize in the use of the wheellock belt pistol instead of a melee weapon. These are the only Honorbound who can do so.

Nonweapon Proficiencies: Honorbound receive bonus proficiencies in dueling, etiquette, and heraldry (focusing mainly on the Heraldry of the Honorbound). Recommended proficiencies include ancient history (specifically military), military tactics, gunsmithing (for duelists), animal handling, animal training, dancing, reading/writing, blind-fighting, endurance, direction sense, and fire-building.

Equipment: A beginning Honorbound must purchase his weapon of specialization. Characters can wear any armor available to their race but seldom wear anything heavier than chain mail, preferring to retain mobility. They have no other equipment restrictions other than those mandated by an individual's culture. Most acquire any equipment they need to survive as wanderers but do not carry enough to slow themselves down.

Special Benefits: The Honorbound warrior has a few special benefits from the ancient traditions of the Warrior's Honor. First, the Warrior's Honor demands that Honorbound treat each other a certain way. In addition, the Warrior's Honor (and the special symbols of the Honorbound) insures that the character is recognized by others as an honorable warrior. Unless recognized immediately as an enemy, Honorbound receive a -3 bonus to reaction rolls. Even those recognized as an enemy receive a -1 bonus to reaction rolls, because of the respect that others feel for the Honorbound.

Honorbound characters also benefit from the Company to which they belong. The Company provides a support network and instant allies if an Honorbound gets into trouble. An Honorbound who is a Company of One enjoys independence instead. An Honorbound of a national Company, like those

in Eusdria and Ator, gains the network of allies but does not have to follow Company orders (though they must still defend their country in times of trouble).

In addition, Honorbound gain a +4 bonus on attack rolls against a declared type of enemy. Honorbound who belong to a Company have this enemy type chosen for them; the Company of One or a member of a national Company is free to choose. The enemy can be a species (like the ranger's chosen foe), the people of a certain enemy nation, the members of an enemy Company, or a particular type of creature (like undead or giants). The declared enemy can never be changed by the Honorbound unless an entire Company decides to change. A Company of One can never change his declared enemy.

If the Honorbound is a ranger, this chosen enemy replaces the ranger's species enemy; the bonuses are not cumulative, and the ranger still incurs the reaction penalty for the species enemy and prefers to fight the chosen foe before all others. Other Honorbound can make a conscious choice about whether or not to fight the chosen foe, and can determine what their own reactions are.

Special Hindrances: Just as the Companies and the Warrior's Honor can help the Honorbound, so can they hinder the character. An Honorbound who belongs to a Company must follow the regulations of that Company and the orders of the Company's leaders. An Honorbound who belongs to a national Company must defend that nation and obey edicts of its leaders (defending the nation takes precedence). The Honorbound must also follow the Precepts and Protocols of the Warrior's Honor or be declared a Betrayer, subject to capture and execution by other Honorbound.

In addition, almost everyone on the Savage Coast recognizes an Honorbound as a warrior, which can cause a few problems. Honorbound of other Companies and warriors of other kits might want to test their combat prowess against a recognized professional warrior. If asked, the Honorbound is also bound to mediate duels between other characters.

Some unsavory individuals try to catch Honorbound on points of honor. For instance, a person might be able to extract a promise of protection, or an invitation from an Honorbound host, thereby gaining protection from enemies bent on murder. The Honorbound must keep the promise and uphold the Protocol of Host and Guest, even when he agrees with the guest's enemies.

Wealth Options: The Honorbound receives standard starting funds.

Myrmidon

The Myrmidon is a soldier. The character can be an officer in an army or a mercenary. In times of war, Myrmidons are heroes; in times of peace, they are viewed as parasites who provide no useful service. On the Savage Coast, a Myrmidon is often a front-line explorer as well. The character brings discipline and an understanding of military tactics to an adventuring party.

When a Myrmidon is created, the player and DM must decide if the character is a mercenary or part of a standing army. If the latter, the character has duties to his unit. Mercenary Myrmidons have much more freedom in accepting commissions. The character's rank in a given unit, whether an army or a mercenary group, is up to the DM.

Character Class: Fighters and rangers are often Myrmidons. Myrmidon paladins are allowed but uncommon because their greater devotion to a cause may not fit well with the actions of an army or mercenary group.

Races and Nationalities: Myrmidons are found in the City-States, the Savage Baronies (especially Torreón and Narvaez), Eusdria, Renardy, Bellayne (though uncommon there), and Herath. Members of any PC race can be Myrmidons, though halflings and caymas are rarely taken seriously in such a profession. Wallaras are never Myrmidons.

Requirements: A Myrmidon can have any social class, gender, or alignment. A Myrmidon must have scores of at least 12 in Strength and Constitution.

Role: The Myrmidon is a strategist who prefers to think and plan before launching an attack. This is a disciplined character who is contemptuous of individualists and those who do not take orders well. Of course, such an attitude can lead to friction in an adventuring party. Myrmidons are often gruff in manner and rough in appearance.

Myrmidons welcome war and some travel great distances to sign on with an army involved in a conflict. In peacetime, some turn to banditry or adventure for excitement and income.

A Myrmidon paladin is often the leader of a unit (or even a whole army), while a myrmidon ranger often serves as a scout.

Class Modifications: Myrmidon paladins usually owe allegiance to a government, though some have mentors or work independently. Rangers can take any species enemy, but many choose one that causes particular problems for the army they belong to.

Weapon Proficiencies: The Myrmidon has no restrictions or preferences for weapons, though a particular military unit might have proficiency requirements. Many Myrmidons are proficient in one or more types of polearm.

Nonweapon Proficiencies: A Myrmidon's bonus proficiencies are military tactics and fire-building. Recommended proficiencies include ancient history (specifically military), animal handling, cooking, heraldry, riding (usually land-based), seamanship, swimming, weather sense,

reading/writing, armorer, blind-fighting, bowyer/fletcher, endurance, navigation, set snares, survival, tracking, and weaponsmithing.

Equipment: A Myrmidon can buy whatever equipment is desired, but some military units require that something specific be owned.

Special Benefits: The Myrmidon gets a free weapon specialization when created, chosen from one of the following: battle axe, any bow, heavy or light crossbow, wheellock horse pistol, any lance, any polearm, spear, or any sword. The specialization reflects the type of unit for which the Myrmidon has trained.

Myrmidons also (usually) have an employer, with specific benefits determined by the DM. If part of a standing army, a character might get free room and board and could be immune to civilian prosecution.

Special Hindrances: The Myrmidon's employer can also be a hindrance by making demands upon the character. The Myrmidon must follow the orders of superior officers or risk court-martial.

A Myrmidon also gains a reputation. Such characters are remembered for their military demeanor and disciplined manner and can be easily recognized and described, possibly making it easy for an enemy to identify and follow them. Not all mercenaries or soldiers are as memorable as a Myrmidon.

Wealth Options: The Myrmidon receives the standard starting funds.

Savage

A Savage warrior is one from a primitive tribe, usually one with a stone age technology and hunter-gatherer or basic agricultural methods of food production. The character is in tune with the natural world and usually serves as a tribal guardian and hunter. In this case, "savage" refers only to a person from a primitive tribe, and does not necessarily imply brutality, cruelty, or rudeness. In fact, many Savages of the Savage Coast are peaceful.

Character Class: Only fighters can take the Savage kit. The only societies that have Savage rangers are those of the phanatons and the wallaras. No primitive human tribes exist along the Savage Coast, so a Savage paladin is unheard of; it would only be possible if a human were raised under special circumstances by shazaks or phanatons.

Races and Nationalities: Savages come from Cay, Shazak, Ator, Jibarú, and the land of the wallaras. Goblinoids of the Dark Jungle and the Yazak Steppes have savage cultures, as do the Yazi goblinoids of the coast. It is possible, though very rare, for members of most other races to be captured and raised as Savages by shazaks or phanatons, or even Yazi or Yazak goblinoids.

Requirements: Savages have no real social classes, but Savage warriors are automatically in the middle and upper echelons of their societies. Savages can be of any alignment and either gender. A Savage warrior must have a Strength of 11 or more and a Constitution of 15 or more.

Role: A Savage warrior can be crude or civil, coarse or noble, depending on the character's culture of origin and the desires of the player. Phanatons, wallaras, and shazaks are almost always peaceful and noble in bearing, feeling a responsibility to their lands and disdaining cruel or devious methods. Caymas are also usually peaceful, though somewhat temperamental and occasionally sneaky. Gurrash and goblinoids come from warrior cultures who avoid devious methods.

In the campaign, the Savage must be played as an outsider, a person unaccustomed to the accoutrements of civilization, such as excessive clothing or armor, complex tools and weapons, money and materialism, and deceit and treachery. Savages, even the more warlike specimens, often serve as the "voice of the conscience," speaking out against the more base values and ethics of civilization.

Class Modifications: A Savage ranger takes the terrain of his tribe (plains for wallaras, forest for phanatons) as a primary terrain. Followers of Savage rangers are almost always from the same savage culture, while their species enemy is usually whatever most threatens their tribe or an important food animal (such as manscorpions or giant spiders for phanatons, and iguanas or wild dingos for wallaras). The very rare Savage paladin would owe allegiance to the tribe and its elders and would gain a bonded mount (a mobat) only if raised in Shazak.

Weapon Proficiencies: At 1st level, the Savage can choose only tribal weapons for proficiencies. Tribal weapons are club, net, javelin, blowgun, hand axe and bite for phanatons; knife, spear, club, and boomerang for wallaras; shazaks, caymas, and gurrash as per their tribes (see the "Shazak, Ator, and Cay" chapter for details on the lizard kin tribes). Many of these weapons are made of stone, bone and wood.

After gaining more experience, the Savage can choose other weapons but tends to stay with familiar implements as much as possible. It is a rare Savage who learns skill with firearms.

Nonweapon Proficiencies: The Savage receives bonus proficiencies in direction sense, weather sense, endurance, and survival. Recommended proficiencies include alertness, animal handling, animal lore, animal noise, animal training, boating, fire-building, fishing, herbalism, hunting, jumping, religion, rope use, set snares, tracking, and weaponsmithing (crude). A 1st-level Savage can choose only the proficiencies on the recommended list or any others the DM allows. The Savage must have experience with the outside world to take others.

Equipment: The Savage warrior starts with no money with which to purchase equipment.

Instead the character starts with one of each of his weapons of proficiency; the character can also have up to 10 items of other equipment common to the tribe. As with the Shaman, this list must be approved by the DM. More complex items are common only in Shazak, so mirrors, lanterns, and the like are uncommon to Savages. They are restricted to the armor common among their respective tribes.

Special Benefits: Besides the bonus nonweapon proficiencies that the character gets (which reflect the Savages' struggle to survive), each Savage gains a special ability resembling a spell. The ability is not magical, so it cannot be discerned by *detect magic*, nor does it require components of any type. The character can use the ability once per day per level (so a 3rd-level Savage could use the ability three times each day). Success is automatic.

Shazaks and gurrash have an *alarm* ability, automatically being alerted to an intrusion within 10 feet; a sleeping Savage is awakened when a creature ventures within that distance. Only creatures the size of a normal rat and larger are noticed in this fashion—including flying, levitation, invisible, incorporeal, or gaseous creatures, but not ethereal or astral beings. An active character must concentrate for a full round without distractions (such as combat or noisy companions) to enact this power consciously.

Caymas can *detect magic* within 10 feet. Wallaras can *detect evil* in a monster, place, or magical item within 10 yards; like the priest spell, this ability allows wallaras to determine the degree of evil and its general nature but not the exact alignment. The DM might occasionally allow these powers to be activated involuntarily by overwhelming emanations of the appropriate type; this should not count against the number of times the character can use the ability.

Phanatons have an *animal friendship* ability similar to the 1st-level priest spell. To use the ability, the Savage must confront the animal face-to-face, within the creature's attack range, and can have no ulterior motives, which would be detected by the creature. With this ability, the phanaton Savage warrior can make friends with a normal animal that is not angry or threatened or calm a hostile normal animal. Therefore, to make friends with a belligerent animal, the character must use the ability twice.

Special Hindrances: The Savage warrior is uncomfortable in civilized clothes and armor. When wearing clothing more encumbering or concealing than tribal dress, the Savage suffers a -1 to attack rolls, damage rolls, and nonweapon proficiency scores. If the character wears armor unusual to the society (gurrash and wallaras do not normally wear armor, while other societies are restricted), the Savage is uncomfortable and suffers a -3 penalty to attack rolls, damage rolls, and nonweapon proficiency scores. Natural abilities are often impaired as well.

If the character ignores the discomfort and continues to wear unusual clothing and armor, the negative modifier gradually gets worse. An additional -1 per day is assessed until the character stops wearing the offensive materials. The character can also end the penalties by dropping the kit, accepting civilization and losing all his bonus nonweapon proficiencies and special abilities.

A Savage warrior is not all that unusual in the lands of the Savage Coast, so the character does not suffer from a penalty to reaction rolls.

Wealth Options: A Savage character has no starting funds, receiving materials as explained under "Equipment." Of the cultures described here, most rely on barter or make their own weapons and equipment.

Wizard Kits

Wizards are often mysterious figures on the Savage Coast, though their help is welcomed in any war effort. A short description of each Savage Coast wizard kit is as follows:

- ° *Militant* wizards are skilled in the military arts and are found as spellcasters for armies. Illusionists, enchanter, and wild mages cannot use the kit.

- ° *Mystics* are wizards devoted to learning and self-enlightenment. Necromancers, invokers, and conjurers cannot be Mystics, and Mystic wild mages are rare.

- ° *Wokani* are spellcasters of primitive societies. A wokani uses a special set of spells, the "school" of nature.

Militant

The Militant comes from a culture that uses wizards extensively in its military. Generally, the culture is either a warmonger society or one constantly besieged by others. With the frequency of wars on the Savage Coast, every culture with an army also has Militant wizards.

A Militant considers a trained body as important as a trained mind and keeps combat skills as sharp as magical talents.

Character Class: Mages and all specialist wizards except illusionists and enchanter can take this kit, though diviners rarely do. Wild Mages cannot be Militants.

Races and Nationalities: The Militant kit is found in the City-States, the Savage Baronies (though rare in Narvaez), Robrenn, Eusdria, Renardy, and Herath. It is an uncommon kit in Bellayne. Tortles, wallaras, and phanatons are never Militants, and only rare Militants teach their skills to

goblinoids or lizard kin, fearing those skills might be turned back on them.

Requirements: A Militant can come from any social class and is not restricted to a particular gender or alignment. However, most Militant wizards are lawful, and they are considered middle or upper class when serving with an army. A Militant wizard must have a Strength of at least 13.

Role: A Militant wizard is a respected—sometimes honored or feared—member of society. The character can be a bloodthirsty battler who enjoys violence or a heroic soldier who takes lives only when necessary.

The character might become an adventurer to earn extra money (perhaps to build an army), to pursue personal goals, or to study the fighting techniques of other cultures. Though Militants are often part of an army, they can also belong to a mercenary group or take jobs on a freelance basis.

Significantly, these characters have a military background. They make good leaders but also understand how to follow the orders of a respected commander. Militants prefer action to inaction, combat to negotiation, and are usually suspicious of scholars, philosophers, and bureaucrats.

Class Modifications: As explained under weapon proficiencies, a Militant has an extended range of available weapons. A Militant wizard can also learn the two-weapon fighting style (see the "Proficiencies" chapter for details).

Militants prefer magical schools that give a good selection of offensive and defensive spells—such as abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy. Militant elementalists are often pyromancers (fire elementalists), though some specialize in the elemental schools of water and earth. Characters of this kit cannot specialize in illusion or enchantment/charm and most consider those schools relatively useless in combat. Few Militants specialize in greater divination, though they recognize the school's importance in reconnaissance.

Militant specialists have greater restrictions on the spells available to them. Specialists and their forbidden schools are listed in **Table 12.2**.

Table 12.2: FORBIDDEN SCHOOLS

<i>Abjurer:</i>	illusion, alteration, greater divination
<i>Conjurer:</i>	alteration, greater divination, invocation/evocation
<i>Enchanter:</i>	invocation/evocation, necromancy, greater divination
<i>Diviner:</i>	conjuration/summoning, abjuration
<i>Invoker:</i>	illusion, enchantment/charm, conjuration/summoning
<i>Necromancer:</i>	enchantment/charm, illusion, alteration
<i>Transmuter:</i>	necromancy, abjuration, conjuration/summoning
<i>Aeromancer:</i>	(air elemental) elemental earth, elemental water
<i>Geomancer:</i>	(earth elemental) elemental air, elemental fire
<i>Hydromancer:</i>	(water elemental) elemental fire, elemental air
<i>Pyromancer:</i>	(fire elemental) elemental water, elemental earth

In regard to spell level attainable, chance to learn spells, maximum number of spells per level, and spell immunity, Militant wizards are treated as if their Intelligence were 2 points lower than it actually is.

Weapon Proficiencies: The Militant wizard receives one bonus weapon proficiency slot. Militants must choose their weapon proficiencies from the following: battle axe, any bow, any crossbow, dagger, javelin, quarterstaff, sling, spear, any sword, and war hammer.

Characters who abandon the Militant kit also give up the weapons forbidden to wizards of their culture. Three experience levels after giving up the weapons, they lose the proficiencies entirely.

Nonweapon Proficiencies: A Militant's bonus proficiencies are endurance and military tactics. The following are recommended: ancient history (specifically military), animal handling, direction sense, riding (land-based), swimming, weather sense, reading/writing, blind-fighting, ancient languages, set snares, and tracking. The militant can take warrior group proficiencies without extra cost.

Equipment: The Militant has no special restrictions or benefits in regard to equipment.

Special Benefits: Besides the benefits listed above, the Militant character gains an extra 1 hit point per level. This reflects the person's military training.

Special Hindrances: Other than those listed under "Class Modifications," the Militant has no special hindrances.

Wealth Options: The character receives standard starting funds.

Mystic

The Mystic is a character who values philosophy, art, and scholarship and uses them for self-enlightenment. The character sees magic and adventuring as roads to knowledge. Generally peaceful and contemplative, the Mystic is uncommon on the Savage Coast but can be found in many different locales.

Character Class: Mages, abjurers, diviners, enchanters, illusionists, transmuters, and (rarely)

wild mages can be Mystics.

Races and Nationalities: A few Mystics are found in Gargoña, Saragón, Bellayne, Herath, and among the tortles and enduks. Gurrash and goblinoids can never become Mystics. The Mystic is more common among wallaras and is the most popular wizard kit among the ee'aar.

Requirements: The Mystic can come from any social class, can be of either gender, and can have any alignment. However, evil Mystics are rare, most Mystics tending toward law and neutrality. A Mystic must have a Wisdom of 13 or more.

Role: Mystics are thoughtful and introspective enjoying nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with their inner selves. The Mystic is not necessarily a student of religion or philosophy but, instead, seeks awareness that can be found only intuitively.

A Mystic has chosen the study of magic as the key to spiritual awareness. Mystics believe that each casting of a spell and each acquisition of a new technique brings them closer to ultimate awareness.

Many people consider a Mystic to be a lazy eccentric with no useful purpose. More enlightened cultures (especially the ee'aar, among whom the kit is plentiful) recognize the Mystic as a seeker of truth.

The Mystic avoids combat but will protect comrades. However, only in the most extreme circumstances will Mystics take a life, killing only to protect their own life or that of a companion.

Class Modifications: No schools are barred from the Mystic wizard, but the character avoids spells designed to cause damage, such as those from the necromancy, invocation/evocation, and conjuration/summoning schools.

Weapon Proficiencies: The character has the normal range of weapon choices allowed to the class and culture. The Mystic seldom carries more than one weapon, if that, and prefers blunt weapons.

Nonweapon Proficiencies: The Mystic receives bonus proficiencies in astrology and spellcraft. Recommended proficiencies include agriculture, artistic ability, carpentry, etiquette, languages (ancient and modern), pottery, stonemasonry, weaving, ancient or local history, herbalism, religion, and reading/writing.

Equipment: The Mystic never buys more than one, or possibly two, weapons. Other than this, the character has no special equipment restrictions.

Special Benefits: Once per week, Mystics can transform their consciousness into a *spirit form*, leaving their physical body behind. The *spirit form* looks like a mist in the shape of the Mystic. Through it, the character can see and hear, but cannot attack, speak, or cast spells. The form can, however, fly at a movement rate of 24 (maneuverability class B) and can pass through the tiniest crack. Although the *spirit form* is invulnerable to all attack types, *dispel magic* causes it to instantly return to the body.

Unless dispelled, a *spirit form* can remain away from its body for up to 24 hours, during which time the body remains comatose, and is subject to all regular attacks, suffering damage normally. While out of the body, it can move as far as allowed by its movement rate but cannot pass from the same plane of existence. Once the *spirit form* returns (which it does instantly and automatically at the end of 24 hours if it has not done so sooner), the Mystic revives and cannot use the form for another week.

To use the ability, the Mystic must simply concentrate for 1 round.

Special Hindrances: A Mystic must meditate for two consecutive hours at the same time each day. When the character is created, the player decides upon the exact time period to be used each day; after that, the time cannot be changed. If a Mystic neglects to (or cannot) meditate or is interrupted more than once during meditation (for a total of more than one minute), on the following day the character can cast only the number of spells allowed to a wizard of one level lower than the Mystic's own.

Wealth Options: The mystic cares little for material wealth, and receives only (1d4+1)x5 gp in starting funds.

Wokan

Wokani are usually wizards from primitive cultures. These characters are very concerned with nature; they will not live in cities, and they disdain "unnatural" equipment. In many ways, a Wokan is like a druid, serving as a protector of nature. Wokani even have their own "school" of magic.

Wokani from tribal cultures are important individuals in their tribes. These are referred to as Tribal Wokani. Those in Robrenn, Herath, and Bellayne are generally hermits, living deep in wilderness areas but usually helping deserving people (those who revere nature) who seek them out. These individuals are called Hermit Wokani.

Character Class: Only mages can take the Wokan kit. These mages are also restricted in spell selection.

Races and Nationalities: Hermit Wokani exist in Robrenn, Herath, and Bellayne, though they are uncommon even there. Tortles and other natives can become Hermit Wokani in those three nations.

Non-natives (those whose families have lived in the area for less than five generations) can never become Hermit Wokani. Tribal Wokani are found only among goblinoids, lizard kin, and phanatons.

Requirements: Tribes have no real social class, so neither do their Wokani though they are respected as tribal leaders. Hermit Wokani can have any social standing when born but give it up to become Wokani. This kit has no gender restrictions.

Wokani cannot be evil and usually have an alignment with one or more neutral components. A Wokani must have minimum scores of 12 in both Wisdom and Constitution.

Role: The Wokan character is a protector of nature, a person at peace with animals and plants. These individuals never willingly harm nature and are angered by those who do. They constantly strive to teach others how to live in harmony with nature, which might cause friction in some adventuring parties. A Wokan usually adventures to view natural wonders, though some leave their homes to fight against those who would harm natural habitats, hunt animals to extinction, or otherwise offend the forces of nature.

These characters see magic and the Legacies as parts of nature's grand scheme, so they are accepting of those with such abilities. However, they will try to insure that the abilities are not used in unnatural ways or for unnatural purposes.

Wokani hate all forms of undead and will attack them before any other opponents. They will fight normal animals only in self defense and even encourage hunting for food (but not for sport).

A cayma Wokan is the tribe member who makes the grenade weapons used by caymas. The character must take the alchemy proficiency in order to make grenades.

Class Modifications: As mentioned, a Wokan wizard is restricted in spell selections and can choose only those spells in the "school" of nature. This includes all spells of the elemental schools of air, earth, fire, and water (as detailed in the *Tome of Magic*; if that source is unavailable, spells that use any of those elements are allowed). Note that many of these spells must be used with caution, so as to not permanently harm the environment. Other spells available (related to animals, plants, weather, light, darkness, and so forth) include the 1st-level spells *change self*, *find familiar*, *light*, *mending*, and *spider climb*; the 2nd-level spells *alter self*, *continual light*, *darkness 15' radius*, *glitterdust*, and *summon swarm*; the 3rd-level spells *lightning bolt* and *protection from normal missiles*; the 4th-level spells *hallucinatory terrain*, *massmorph*, *plant growth*, *polymorph other*, and *polymorph self*; the 5th-level spells *animal growth* and *hold monster*; the 6th-level spells *chain lightning* and *conjure animals*; the 7th-level spells *charm plants*, *reverse gravity*, and *shadow walk*; the 8th-level spells *mass charm* and *polymorph any object*; and the 9th-level spell *shape change*.

Weapon Proficiencies: Tribal Wokani are limited to the weapons of their cultures (as defined in the Savage warrior kit). Hermit Wokani are limited to standard mage weapons, as listed in the *PHB*. Wokani can use weapons made from stone, bone, or wood, but no other materials.

Nonweapon Proficiencies: Bonus proficiencies for the Wokan are animal lore, herbalism, and survival. Recommended proficiencies include agriculture, animal handling, animal training, direction sense, fire-building, fishing, leatherworking, pottery, weather sense, healing (regular and veterinary), religion, set snares, hunting, and tracking. Hermit Wokani can take reading/writing, but other Wokani are forbidden that proficiency at 1st level. Alchemy is a recommended proficiency for cayma Wokani, who are the only Wokani allowed to take that proficiency at 1st level.

Equipment: Wokan can use only leather, padded, or hide armor, and wooden shields. Wokani do not use complex tools or anything made of worked metal. Wokani otherwise have the same equipment restrictions as members of the Savage warrior kit.

Special Benefits: Besides their bonus proficiencies, Wokani have the benefit of being able to craft enchanted items at a relatively low level. A Wokan of 5th level or higher gains a special *enchant an item* ability, much like the 6th-level wizard spell, but with a few adjustments.

Wokani believe that all natural objects have inherent magical power. Consequently, all enchanted items made by them must be created using natural materials. They enchant the item by drawing the innate magic from it. Thus, an item should have some relation to the power to be used. For example, a limb from a tree that has been struck by lightning is the perfect component for a *wand of lightning*, while a band of fur might be used to make a *ring of mammal control* (for that type of mammal only). The item to be enchanted should be worked as little as possible; the more natural its condition, the better.

The character enchants the item as explained in the *enchant an item* spell description, but must work in a natural environment, never a laboratory. No other spells need be cast into the item; *permanency* need not be used. Items receive only 1d10+4 charges but can be recharged with another ceremony. The DM can similarly restrict the function of other items as seems appropriate.

Special Hindrances: Wokani are unusual outside of their homeland, receiving +2 penalty to reaction rolls in foreign regions.

The Wokan does not use material spell components and does not learn spells in the normal manner. Though this might sound like a benefit, it can cause some problems.

First, the character must have a fetish. This is a small natural item, such as an amulet composed of bits of bone, fur, wood, and feathers, or a small leather bag containing the same. A pine cone wrapped

with fur could be appropriate, as could a bird's claw with feathers attached by leather strips. The item must be somewhat unusual, and the Wokan must have it to cast spells. It is the only material component the Wokan ever needs for spell casting, and it is needed for every spell. If the fetish is lost or destroyed, a new one must be created, a process that takes a few hours each day for a week. During that week, the character can cast no spells.

Second, the character must learn and memorize spells differently from other wizards. Spells must be learned from another Wokan and are never written down. Instead, the character learns a special dance and chant from the Wokan mentor. To memorize the spell, the Wokan must perform the dance and voice the chant. Thus, while other wizards would spend their mornings reading from spellbooks, the Wokan must go off to dance and chant. Memorization times, rest required, and all learning restrictions based on Intelligence apply normally.

Wealth Options: Wokani receive no starting funds.

Priest Kits

Priests of the Savage Coast are often involved in the art of war, ministering to the needs of soldiers and warriors. If the DM chooses, specialty priest can be used as substitutes for the Priest kits (see "The Campaign" chapter for details on the Immortals and their spheres). The Priest kits are as follows:

° *Fighting Monks* belong to orders devoted to spiritual enlightenment through physical discipline. They learn special unarmed fighting styles.

° *Shamans* are the priests of primitive tribes. They are more concerned with their tribes than with their religions. Shamans were presented in *CBoH* and are modified here.

° *War Priests* are the clerics of Immortals devoted to war and strife. They are mercenaries found with most of the armies of the Savage Coast.

° *Webmasters* are druids dedicated to protecting arachnid life. No type of priest other than a druid can take this kit.

Fighting Monk

The Fighting Monk seeks spiritual enlightenment through physical discipline. This includes learning a special fighting style and consists of long hours of labor, exercise, meditation in uncomfortable positions, and practice. These characters learn the art of combat but ordinarily use it only for self-defense. They learn religion primarily for self-enlightenment, rather than to preach to others. Orders of Fighting Monks are found only in Bellayne.

Character Class: Only clerics can take this kit.

Races and Nationalities: People living in Bellayne can become Fighting Monks. No race is refused admittance into an order, but the majority are rakastas, elves, and tortles. Wallaras never become Fighting-Monks.

Requirements: Characters can come from any social class, but give up such things when they take the kit. A Fighting Monk cannot be chaotic and is rarely evil. All members of a particular order have the same alignment, and one order exists for each allowable alignment. Both genders are permitted—all orders have Brothers and Sisters—but they live in separate monasteries, often miles apart.

Fighting Monks must have a Dexterity of at least 12.

Role: These characters are philosophical and scholarly, devoted to self-enlightenment. While unconcerned with preaching their philosophy to others, Fighting Monks will teach it to those who ask to learn. They know most basic religious ceremonies and can conduct them if needed.

Some Fighting Monks never leave their monastery to adventure. Others are wanderers who seek knowledge in the far reaches of the land. They periodically return to their monasteries to pass on knowledge to others of their order.

A Fighting Monk's order provides stability and acts as a place of formal learning. The split because of genders is absolute, and Fighting Monks take vows of celibacy. Females are not allowed in male monasteries, nor males in female monasteries, except in emergencies. Even then, it is for as little time as is possible. Male and female branches communicate by sending messengers, who leave materials at the gate of the other monastery without going in. Because of this, Fighting Monks are often uncomfortable around members of the opposite sex.

Class Modifications: These characters are not restricted or modified in any way, except that they are able to fight with two weapons (see the "Proficiencies").

Weapon Proficiencies: The Fighting Monk receives two bonus weapon proficiency slots, which must be spent on unarmed combat styles. One must be used to acquire martial arts (torasta), and the other slot must be used to specialize in martial arts, punching, or wrestling; see the "Proficiencies" chapter of this section for details on unarmed combat styles. The character can choose only bludgeoning weapons (including weapons that are both bludgeoning and piercing). Not all weapon proficiency slots must be spent at 1st level; they can be saved and used at any level.

Nonweapon Proficiencies: The Fighting Monk receives tumbling and dancing as bonus

proficiencies. The character is required to take artistic ability and reading/writing. Religion, herbalism, and healing are recommended. Fighting Monks can purchase proficiencies from any and all groups and do not pay extra slots to do so.

Equipment: These characters take a vow of poverty. They cannot wear armor and can own only what they can carry.

Special Benefits: Other than those detailed under proficiencies, the character has no special benefits.

Special Hindrances: Fighting Monks are subject to the commands of their order's elders and must faithfully perform whatever service is required of them. Also, they must spend at least two hours each day in meditation and some sort of physical exercise.

Wealth Options: The Fighting Monk receives the standard starting money but cannot retain more than 1 gp in coins after buying equipment (see "Equipment," above). Money unspent beyond 1 gp must be given to the character's order.

Shaman

The shaman is a priest devoted to a particular tribe, stressing the needs of that tribe over all other concerns. While most priests are identified with their Immortals or religions, the Shaman is most often identified with a tribe. A Shaman is a mediator between the spirits and the members of the tribe, a religious leader in all tribal endeavors, from war and hunting to agriculture and art. A primitive village usually has only a handful of religious figures. Shamans are usually less regimented and more down-to-earth than other priests.

Character Class: Only clerics can take the Shaman kit, and they are restricted to certain spheres.

Races and Nationalities: Shamans are only found among phanatons, lizard kin, and goblinoids.

Requirements: A primitive character starts with no true social class, but a Shaman, no matter how young or new to the job, is always considered a tribal leader. Shamans have no gender restrictions, but a village usually has either male or female Shamans, not both. A Shaman can be of any alignment but is almost always the same alignment as the majority of village inhabitants.

A Shaman has no special requirements for ability scores.

Role: The well-being of the village is the most important thing to a Shaman, for they are the repository of the lore and wisdom of the tribe. No problem is too trivial for a Shaman. They provide divinations, though the form is often improvised and the source of information usually dubious. They give sympathy and moral support, healing ills with skills and folk remedies more often than spells, and they teach the young what they will need to serve the community.

A Shaman must undergo arduous rituals and serve as an apprentice to the previous Shaman before actually taking that post. These rituals include long periods of fasting, initiation ceremonies that require some amount of pain and suffering, and even trials of danger.

Most adventuring Shamans have a greater purpose. Some adventure to aid their tribes, while others travel as part of their initiations, with a specific goal that must be achieved before they can return to their tribes. Still others are the last survivors of their tribes; guilt-ridden because they failed to protect the tribe, they consider the adventuring party their new tribe. Rare Shaman PCs have rejected their tribes and seek a new tribe to aid, ministering to the adventuring party in the meantime.

A Shaman casts spells to help the group but only sparingly. The character believes others should be tough and self-sufficient and avoids coddling them. The Shaman has no patience or sympathy for whiners.

Class Modifications: Shamans have major access to the spheres of divination and protection; minor access to the spheres of all, animal, combat, healing, and plant. If the *Tome of Magic* is used, they also have minor access to the war sphere. The Shaman seldom prays for healing spells on a daily basis, preferring to use the healing proficiency instead, saving spells for major injuries.

A Shaman cannot turn undead and never has direct access to raise dead or resurrection spells. At 9th level, a Shaman can cast reincarnation as if it were a 5th-level spell.

Weapon Proficiencies: A Shaman is limited to the weapons of his tribe. They tend to avoid large weapons. Tribal weapons are as follows: phanatons use club, net, javelin, blowgun, and hand axe; wallaras use knife, spear, club, and boomerang; shazaks use spear, club, long bow, (imported) long sword, claws, and bite; caymas use hessta, grooka, bok, grenade, crossbow, and bite; gurrash use spear, throwing stone, great club, brol, maga, bite, and tail.

Nonweapon Proficiencies: The Shaman receives healing and local history as bonus proficiencies and is required to take herbalism. Recommended proficiencies include agriculture, animal training, fire-building, fishing, fortune telling, rope use, weather sense, weaving, religion, spellcraft, animal lore, set snares, and veterinary healing. The character cannot take reading/writing at 1st level.

Equipment: The Shaman receives no starting money. Instead, the character starts with one of each of the weapons of proficiency. The character can also have up to 20 items of other equipment common to the tribe. The list must be approved by the DM but might include rope, food, clothing,

weapon sheath, items important for the character's nonweapon proficiencies, and so forth.

The Shaman can also have one item unusual to the culture. As with other equipment, this item must be approved by the DM. It might be an item from an ancient culture, a strange decoration from another tribe, or some piece of equipment from a more technologically advanced society. Examples include a statuette from an ancient ruin, a feathered headdress for a phanaton, or a lantern. This piece of equipment is something the character received in tribute, traded for, or was given by a mentor. It is often used as a sign of the "office."

A Shaman can wear only leather, padded, studded leather, or hide armor.

Special Benefits: The Shaman has no special benefits besides those mentioned elsewhere.

Special Hindrances: Besides the hindrances listed elsewhere, Shamans are considered unusual outside their homeland, and receive a +2 penalty to reaction rolls.

The Shaman also has a special holy symbol, a gri-gri, which is the only material component needed for almost any spell the character casts. Like the Wokan's fetish, this might seem like a benefit, but can cause problems for the character.

The beginning Shaman is assumed to have a gri-gri, either one handed down by an older Shaman, or one constructed by the character before attaining 1st level. The gri-gri is a special item constructed of natural materials. Attached to a staff or rod, it is symbolic of the tribe and the Shaman. For instance, since phanatons consider spiders a delicacy, a phanaton Shaman might have a dried spider, or a spider symbol made of fur and bone, at the top of a staff. A Shaman with a name like "Slays-snakes" might have snake skins attached to the staff. Many Shamans use a skull or a hollow gourd as a component of the gri-gri, putting stones or beads inside so it rattles when shaken (some even place small stones in a hollowed staff so they rattle when the staff is turned upside down). The gri-gri is used in place of a normal holy symbol for all spellcasting and is never consumed by casting. A good Shaman continually updates his gri-gri with items or carvings symbolic of travels and experiences.

If the gri-gri is destroyed, the Shaman must construct a new one and cannot cast any spells until the new one is made. Making a gri-gri requires a staff or rod and all the other components the Shaman wants to add to it. Finding the materials usually involves a short quest and might take as long as a week. Afterwards, the Shaman must meditate with the gri-gri, dancing and chanting as appropriate for the tribe (DM discretion), for no less than eight hours without interruption.

In addition, the Shaman learns spells in a manner similar to a Wokan. While praying for spells, the Shaman must dance and chant; many have special steps, rhythms, or chants for each spell. Memorization times and rest requirements are the same as for a standard cleric.

Finally, the Shaman must go through a special ceremony each time he attains a new spell level, regardless of any other training required by the DM. For instance, upon becoming a 3rd-level character, the Shaman gains the ability to cast 2nd-level spells; in addition to any training required to advance a level, the Shaman must take part in a long ceremony in which he learns how to cast spells of the new level. The rite involves fasting and staying awake for at least 24 hours, during which time the Shaman creates and performs chants and dances for the new spells.

Wealth Options: Shamans receive no starting funds.

War Priest

These characters are clerics of battle. They are relatively common among nations that maintain armed forces. War Priests are devoted to war and often to Immortals who encourage it. They carry the faith to soldiers, fighting beside them.

These clerics have better than average combat skills, including a military background, and they administer to the body as well as the soul. To them, war is a way to honor self, nation, and the Immortals.

War Priests are respected by those who value war, and feared by those who seek more peaceful solutions to problems.

Character Class: Only clerics can be War Priests.

Races and Nationalities: War Priests are common in the City-States, the Savage Baronies, Robrenn, and Eusdria, as well as among enduks and ee'aar. Though priests are rare in Herath, some of them are War Priests, as are some clerics among lizard kin and Yazi and Yazak goblinoids. Tortles, phanatons, and wallaras are never War Priests.

Requirements: The War Priest can come from any social background, and the kit is open to both genders and any alignment. War Priests who serve with standing armies tend toward law, while freelancers are often chaotic. A War Priest must have a Strength of at least 12.

Role: To War Priests, the act of war (and by extension, combat of any kind) is a holy endeavor. Anyone uninvolved with war is virtually insignificant to the characters, and even the nation they serve is secondary in importance to battle itself. A War Priest ministers to warriors first, soldiers of other types second, other combatants third, noncombatants only when trying to convert them, and cowards and deserters not at all. The character is demanding of companions, often pushing them into battle, frequently showing disrespect for those who avoid combat. Importantly though, while War Priests

enjoy battle, they also recognize the value of a good plan.

A War Priest can be devoted to any Immortal, or group of Immortals, except those specifically opposed to war or combat. The characters support the Immortals through war, in an almost constant crusade for their particular faith. War Priests are less concerned with preaching to the converted than with bringing enlightenment to the unbeliever. They can be very determined (seeking combat to force the faith on others), or more relaxed (waiting for others to ask for aid, then preaching to companions during a battle).

The War Priest determines when the time is right to fight in support of a particular Immortal (though for Immortals of War, this can be almost any time). They prepare troops with inspirational sermons, fight alongside them, and support the idea that dying in the service of an Immortal brings favor. War Priests can become adventurers at the bequest of their Immortals and often join a group on a quest to recover sacred items, scout enemy forces, punish or preach to unbelievers, or simply gain funds to support the church. In the eyes of the church, the War Priest is especially suited to adventuring chores.

Alignment is very important to a War Priest's actions. A lawful character fights to restore order; a chaotic one promotes entropy and disarray. Similarly, a good War Priest fights for a worthy cause, while an evil one enjoys hurting the enemy.

Class Modifications: The War Priest has major access to the spheres of all, combat, healing, and protection; minor access to divination, guardian, necromantic, and sun. If the *Tome of Magic* is used, War Priests also have major access to the spheres of travelers and war.

Even though these characters promote war, they do not necessarily have to support an Immortal who does. Instead, the War Priest supports any chosen Immortal by fighting in that Immortal's name. The character can be a cleric of any Immortal except those specifically opposed to war. In addition to their other spheres, War Priest characters can choose minor access to one of the following spheres, depending on alignment or choice of Immortal: elemental air, elemental earth, elemental fire, elemental water, animal, plant, sun, thought, time, weather, law, or chaos.

Weapon Proficiencies: If a War Priest's Immortal has a favored weapon, the cleric must take proficiency for that weapon as a "weapon of choice." All other weapon choices are restricted to blunt, bludgeoning weapons. If the deity has no preferred weapon, the cleric is limited to the standard selection of blunt, bludgeoning weapons and can select one as a weapon of choice. With the weapon of choice, the character fights with a warrior's THAC0.

Nonweapon Proficiencies: The character receives bonus proficiencies in religion and military tactics. Recommended proficiencies include ancient history (specifically military history), endurance, intimidation, land-based riding (except for lizard kin), airborne riding (for shazaks only), armorer, blind-fighting, weaponsmithing, engineering, healing (regular and veterinary), and spellcraft. Goblinoid War Priests receive military history only for their own tribes, unless educated in another land. A War Priest can take proficiencies from the warrior group without extra cost.

Equipment: War Priests have no particular restrictions or allowances for armor or equipment, except that goblinoid War Priests are limited to equipment available to their tribes.

Special Benefits: Other than abilities detailed under the proficiency headings, the War Priest has no special benefits.

Special Hindrances: Besides the limited selection of spells, the War Priest has no special hindrances.

Wealth Options: The War Priest has standard starting funds.

Webmaster

The Webmaster druid is dedicated to the protection and fostering of insectoid and arachnid life, wherever it is found. Webmasters always come from Herath. That nation's forests have numerous insects and spiders, both normal and giant.

Character Class: Only druids can be Webmasters.

Races and Nationalities: A Webmaster is always a native of Herath.

Requirements: Webmasters can be of either gender. Like other druids, they have a true neutral alignment, and they must meet the ability score requirements of the druid class. A Webmaster usually comes from the upper social classes and is well respected in Herath.

Role: Webmasters tend to be enigmatic and mysterious. Many attempt to instill insectoid virtues in their followers—such as patience, hard work, and close cooperation. Webmasters often take on the patient, deadly personas of predator arachnids or insects, ruthlessly hunting down (or lying in wait to trap) the enemies of the druidic order. A Webmaster's grove is usually in a web-laden section of the forests of Herath.

A Webmaster might go adventuring to preach the doctrine of protection of insects and arachnids to others, gain a wider world view, or track down an enemy. In a group, Webmasters are hard workers. They are generally fine (and patient) strategists, enjoying ambushes and well-placed traps.

Class Modifications: The Webmaster of Herath is a forest druid, as described in the *PHB*. With the exceptions noted here and under "Special Benefits" and "Special Hindrances," the Webmaster has

the same abilities as a standard druid.

Upon reaching 7th level, the druid gains the ability to *shapechange* into a giant spider once per day. This shape takes the place of one of the forms normal to druids (bird, mammal, or reptile; player's choice). The character can still assume only three forms per day.

Weapon Proficiencies: Webmasters have the standard druidic weapon restrictions, except that they are also allowed proficiency in lasso, bolas, and scythe. They prefer lasso, scimitar, and quarterstaff.

Nonweapon Proficiencies: A Webmaster character receives a bonus proficiency in rope use and is required to take the set snares proficiency. Recommended proficiencies include agriculture, animal training, healing (especially veterinary), herbalism, animal lore, endurance, survival (forests), tracking, and weaponsmithing (crude).

Equipment: The Webmaster has the normal druidic limits on armor and equipment. If the druid's initial allotment of money is not spent when the character is created, it is lost.

Special Benefits: The Webmaster receives a +4 bonus to saving throws against poisonous stings or bites of normal and giant insects or arachnids. The character can also pass unhindered through webs of all sorts, including those created by the *web* spell.

In addition, when the Webmaster casts a *summon insects*, *giant insect*, *creeping doom*, or *insect plague* spell, the effects occur as if the Webmaster were three levels higher than his actual level.

Finally, the Webmaster gains a -4 bonus to proficiency checks for agriculture, animal training, and animal lore, when that knowledge is applied to insects or arachnids. The character can also apply animal training to giant spiders.

Special Hindrances: The Webmaster's *animal friendship*, *speak with animals*, and *summon animals* spells allow communication with or summoning of only normal and giant insects or spiders. The character receives a +3 penalty on proficiency checks when using animal lore, animal training, agriculture, and other animal proficiencies on creatures other than insects and arachnids.

Wealth Options: Webmasters receive standard starting funds.

Thief Kits

As with thieves of other lands, those of the Savage Coast are rogues, people who usually live off the work of others, by stealing or conniving their way through life. However, many thieves of the Savage Coast are involved with organizations other than guilds, such as armies, governments, and tribes. Overviews of the most common thief kits of the region are as follows:

- ° *Bandits* are usually thugs who group together to rob passersby.
- ° *Filchers* are tribal thieves who bring their tribes status by stealing from other tribes.
- ° *Scouts* are trailblazers and army members who use their skills to explore and observe.

Bandit

The bandit is a robber who accosts passersby on lonely roads. Bandits generally group together for effectiveness, setting up a camp in the wilderness, away from law enforcers. They are not uncommon on the Savage Coast. Some are refugees of wars, others simply opportunists willing to prey on the weak.

Character Class: Only thieves can take the Bandit kit.

Races and Nationalities: Bandits are found in every region of the Savage Coast. Wallaras, phanatons, and Dark Jungle orcs never take the Bandit kit, but members of other races sometimes act as bandits in their areas.

Requirements: The bandit can come from any social class, but since the profession is more brutal and less thrilling than other thieving professions, upper class bandits are rare (usually only those who have been disenfranchised). Bandits can be of any alignment, but lawful and evil are most common. Though the majority of Bandits are male, they have no gender restriction. A Bandit must have a minimum score of 10 in both Strength and Constitution.

Role: Bandits are often vicious characters—desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness and the strength of whoever has become leader among them by force and cunning.

Bandits do not join guilds, usually operating by numbers and force of arms, rather than by subtlety. They are rough folk, often the subject of bounties. They have a history of breaking other laws than just those against thievery.

Some bandits join adventuring groups because they want to move away from the lawbreaking activities of their fellows and because an adventuring party offers the same "safety in numbers" as a company of bandits. In an adventuring group, they tend to be the ones who push for direct physical confrontation.

Bandit characters often try to establish who is strongest and weakest in a group. A character might do this by ordering or bullying others to discover if they obey or starting a fight to discover who is "toughest." However, Bandits who have established their place in a group can be the picture of

cooperation, ready to go along with group decisions (thought they might revert if another group member shows weakness).

Class Modifications: Bandits usually stress rogue skills most useful for scouting, such as climbing walls (tree-climbing in the Bandit's case), moving silently, and hiding in shadows. The normal rogue skill for finding and removing traps applies to snares and pits for the Bandits and can be used for ambush. These characters avoid rogue skills useful primarily in urban settings. They receive the following bonuses and penalties to thieving abilities: pick pockets, -5%; find and remove traps, +10%; move silently, +5% for wilderness settings only; hide in shadows, +5%; climb walls, -5%; and read languages, -5%.

Weapon Proficiencies: The Bandit receives a free weapon proficiency in knife. They prefer heavy bludgeoning weapons, and one of the Bandit's initial weapon proficiency slots must be chosen from the following: flail, mace, morning star, and war hammer. The other initial slot, and all other slots, can be spent on the weapons normally allowed to thieves.

Nonweapon Proficiencies: Bandits receive a bonus proficiency in survival (for an appropriate terrain). The following proficiencies are recommended: alertness, animal handling, animal noise, animal training, fire-building, intimidation, looting, riding, rope use, set snares, swimming, and weaponsmithing (crude).

Equipment: A Bandit should be well equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel, tinder, a blanket, and a knife. Other useful items include things for scouting and signaling. Bandits rarely buy (or steal) anything of a frivolous nature. They do not like to carry much, only items with a definite purpose.

Special Benefits: Because of their talent at ambushes, in a wilderness setting Bandits inflict a -1 penalty to opponents' surprise rolls.

Special Hindrances: These characters are viewed—not inaccurately—as outcasts, ruffians, and crude robbers. They receive a +2 penalty to reaction rolls from nonbandits.

Wealth Options: A Bandit receives standard starting funds.

Filcher

Among the more primitive tribes of the Savage Coast, stealing is an honored task if used against an enemy or a rival village. It is considered an act of bravery to sneak into an enemy's camp and steal something from them without being caught. A Filcher never truly steals from his home village but might practice by taking things and returning them the next day.

Character Class: Only thieves can be Filchers.

Races and Nationalities: Filchers are found among caymas, shazaks, gurrash, wallaras, phanatons, and goblinoids (except those of the Yazak Steppes). Members of other races can become Filchers if raised in a shazak, phanaton, or Yazi tribe.

Requirements: Like other members of their cultures, Filchers have no real social class. However, a Filcher usually has less prestige than a Shaman or warrior though is respected more than common tribe members. A Filcher can be of either gender and any alignment. A Filcher must have Wisdom and Dexterity of at least 12 each.

Role: Inside his tribe, the Filcher serves a useful purpose, bringing shame upon enemies and rivals by avoiding their patrols and guards to take something from them. The item can be small or large, but ideally it is something that will be missed. The Filcher sneaks in, takes the item, and sneaks back out, reserving violence (including backstabbing) for a last resort. Many Filchers regard their profession as something of a game; they enjoy the challenges and sometimes perform harmless pranks, usually on enemies or rivals, rarely on friends. The Filcher seldom sees reason to resort to violence; usually, embarrassing an enemy by taking away a precious item is enough.

A Filcher often gets to see more of the surrounding areas than other members of the tribe, developing a sort of wanderlust. Filchers who join adventuring groups treat those groups as surrogate tribes and offer their services to the group. The Filcher seeks to bring honor to the new tribe, the adventuring party, by fooling others and stealing for the group. In a dungeon setting, the Filcher pits his skills against those of ancient builders.

Unlike members of certain other tribal kits, the Filcher does not receive gifts from other tribe members. Instead, the Filcher is expected to steal what he needs from enemies or rivals. Thus, when robbing a place, the Filcher often takes what he most needs or desires, often ignoring valuable treasure in favor of something useful or decorative.

Class Modifications: Filchers put most of their skill points into move silently and hide in shadows; a beginning Filcher receives a +5% bonus to each of these scores. Filchers have little experience with locks until they leave their homelands, so they cannot add to that skill until 2nd level unless the DM approves.

Weapon Proficiencies: The Filcher's initial weapons must come from the weapons available to the tribe, as detailed in the Savage warrior kit. When character gains more experience in the world, he can take other weapons normally allowed to thieves, as well as tribal weapons.

Nonweapon Proficiencies: The Filcher receives the following bonus proficiencies: alertness,

direction sense, and survival. Recommended proficiencies include animal handling, rope use, animal lore, hunting, set snares, and tracking.

Equipment: Like the Savage warrior, the Filcher has a limited equipment choice. Rather than starting with money, the beginning Filcher receives one of each weapon of proficiency, plus up to 10 items of equipment normal to the tribe. In addition, the Filcher can have as many as five items stolen from other tribes; these must be chosen with the DM's input, perhaps including some items from civilized lands as well as tribal.

Special Benefits: Besides the bonuses covered elsewhere, a Filcher has the ability to *detect evil* within 10 feet; the ability can be used once per day per level of the Filcher. The ability follows the restrictions of the priest spell, so can be used on monsters, places, and items, but not on characters, except under special circumstances. A Filcher cannot detect the precise type of evil (lawful, neutral, or chaotic), but can determine the degree of evil and its general nature.

Special Hindrances: Like other savage characters, the Filcher is an outsider when away from the tribe, and suffers a +2 penalty to reaction rolls from others.

A Filcher goes to great lengths to hide his identity; a Filcher caught or identified by members of a rival or enemy tribe will suffer at their hands because of the embarrassment he has brought them.

Wealth Options: The Filcher receives no starting funds.

Scout

The Scout is an independent rogue who operates primarily in a wilderness setting. One might say that Scouts are to regular thieves as rangers are to fighters, but Scouts usually avoid the strict ethics of the ranger class. They work as guides, spies, and saboteurs. If unemployed, a Scout might turn to poaching or hunting animals for bounties. Scouts are often employed by armies of the Savage Coast but can also work for private enterprise or for themselves.

Character Class: Only thieves can take the Scout kit.

Races and Nationalities: Scouts are found in every nation and land of the Savage Coast. A thief of any race can take the Scout kit. Like the Filcher, the Scout is used extensively by the tribes of the Savage Coast. Lupins are acknowledged as the best Scouts in the Savage Coast area, but wallaras have a natural talent for the profession as well.

Requirements: The Scout can start with any social class, though members of the upper classes rarely become Scouts. Either gender is allowed. A Scout can be of any alignment, but evil Scouts are less common than those of neutral or good alignment. The Scout has no ability score requirements.

Role: On the whole, the scout is a good deal more reliable than thieves in general, but some have a cutthroat streak that makes them dangerous and unpredictable. Scouts are typically rugged individualists, practical and serious; their manner makes them endearing to daring adventurers. Because their profession demands silence, Scouts tend to talk very little; they also seem to use their stealth skills almost unconsciously.

A Scout might join an adventuring group with a few friends from a military organization. Many join adventurers first because they are hired, then some decide to join the group full time to seek excitement with kindred souls.

Most Scouts who turn adventurer have put in some time with the military or with a warrior band in the more savage societies. Those who have a past record of breaking the law usually give up such activities when they begin adventuring.

Scouts are respected by those who value their services. Since they have a well-deserved reputation, they are usually well treated. If a Scout feels an adventuring party does not have enough respect for the services rendered, he will likely leave the group.

Scout characters prefer clothing that blends with the surroundings. They care little about appearance but most bathe regularly so they do not build scents for dogs and other trackers to follow.

Class Modifications: Scouts prefer stealth skills such as moving silently and hiding in shadows (gaining a +10% bonus to each in wilderness settings), as well as observation skills like detecting noise. Skill at climbing walls is also quite useful to a Scout.

These characters seldom pick pockets, so they have no need for the skill. They usually consider opening locked doors a job for someone else but might add a few points to the lockpicking skill when joining an adventuring group. Goblinoid scouts cannot add points to their lockpicking skill until reaching 2nd level.

In an urban setting, the Scout suffers a -5% penalty to all thieving skills.

Weapon Proficiencies: Scouts from civilized areas can use the weapons normally permitted to thieves. Goblinoids are restricted to the weapons of their respective cultures at 1st level but can use weapons available to standard thieves after that.

Nonweapon Proficiencies: The Scout's bonus proficiencies are alertness, direction sense, and tracking. Recommended skills are animal handling, animal training, animal lore, animal noise, boating, fire-building, fishing, herbalism, hunting, mountaineering (where appropriate), observation, riding, rope use, set snares, survival, swimming, weather sense, and weaponsmithing (crude).

Equipment: No self-respecting Scout goes anywhere without a good assortment of wilderness

survival gear, such as adequate clothing, rations, fire-starting materials, and such. The Scout also likes tools and gadgets that aid in hiding, scouting, climbing, and so forth. Other than necessities, the Scout carries little, preferring to travel light.

Special Benefits: Besides the bonuses listed elsewhere, the Scout has an increased chance to surprise opponents, who suffer a -1 penalty on surprise rolls when encountering the character.

Special Hindrances: Other than the penalty for use of thieving skills in urban settings (listed under "Class Modifications"), the Scout has no special hindrances.

Wealth Options: The Scout receives standard starting funds.

Bard Kits

While the *PHB* presents the bard as an optional character class, the bard is not optional in a SAVAGE COAST campaign. Here, bards are a major part of several cultures of the area. In particular, they are quite important in Robrenn, Eusdria, Bellayne (where they serve as historians and information brokers), and among the savage tribes (where they are respected traders). Following are overviews of bard kits of the region.

° *Heralds* are medieval versions of reporters. They gather news and uncover stories, relating tales of current events to the masses and interested governments.

° *Skalds* are the historians of Eusdria. A Skald is also the inspirational voice of a Eusdrian military force.

° *Traders* travel among savage tribes with goods for barter. They often know religious ceremonies as well. Most come from the tribes themselves, but some few are from other races. All are respected among the tribes because of the service they perform.

Herald

The Heralds of Bellayne are well known throughout the Savage Coast as bringers of news and brokers of information. Most Heralds belong to guilds (all headquartered in Bellayne), while a few are "freelancers" who work for hire and often have commerce with several of the guilds.

Freelance Heralds sometimes work for nobles, even in other nations, or for some organization (such as an order of Inheritors or a particular temple). These characters gather information for a specific purpose, such as to warn a government of attack, determine how restless the masses are in a certain area, or report on how a war is going. Freelance Heralds often receive training from a guild but then fail to be initiated into it (by their own choice or the guild's). A few freelancers were once full guild members but left (again, by their own choice or the guild's).

Note that some campaigns treat freelance Heralds as spies. That is not the case in the Savage Coast setting. Though Heralds might hide their true affiliation or even operate "undercover" for a time, it is common for them to become well known and therefore ineffective as spies.

The Savage Coast lands have several Herald guilds of varying power. Members take an oath to the guild and must follow its regulations. Most powerful of the guilds are the Heralds of the Sun (also called the Illuminators), who pride themselves on bringing secrets to light; the Heralds of the Times, who gather and tell tales of current events of all types; and the Royal Heralds, who concentrate on coverage of politics and war.

Character Class: Only bards can be Heralds.

Races and Nationalities: Heralds, while they might be found anywhere, originate only in Bellayne. Only rakastas and elves can be Heralds, and the latter are limited to 6th level. Heralds never train any other individuals for the profession.

Requirements: Heralds can come from any social class and be of either gender. They have the same alignment and ability score restrictions as a standard bard.

Role: The Herald is naturally curious, a likeable and outgoing character with the ability to uncover news. Many Heralds quest for the truth, for at least their own edification, though some choose only to share their knowledge with others for a price. The Herald collects stories and rumors and becomes a storehouse of information, both useful and trivial.

These characters gather information in a variety of settings. Some adventure to seek out ancient libraries, others sit in taverns and swap stories with locals, and many attend functions sponsored by nobles. Heralds are well versed in matters of social etiquette and can blend with nearly any group.

A Herald's guild (or lack of one) influences the character's actions. For example, a Herald of the Sun searches for secrets and shares them with the guild, perhaps selling them for a price, perhaps seeking favors by letting involved parties know that the information has leaked. Heralds of the Times feel a duty to gather news for the common people, considering themselves defenders of the public's right to be informed. A freelance Herald might take on many different activities.

The character's guild affiliation also affects the Herald's appearance. A member of a Herald's guild always has a writ of identification (which indicates that the character has acquired the skills necessary to become a Herald) and carries a symbol or wears the uniform of the guild. Because of these things, a Herald can expect to be treated well by people who want to hear the news (which is almost everyone). Freelance Heralds also carry a writ of identification but do not wear the symbol of

a guild. However, many freelance Heralds effect a specific look and set of mannerisms, becoming famous or infamous among the common people. Most prefer bright colors and expensive fashions, but a few favor a "rumples" look.

Heralds (especially freelancers and Heralds of the Times) are very likely to become adventurers because such a lifestyle gives them the opportunity to travel and helps hone the skills needed in their profession. In addition, tales of adventurers make good stories for the masses.

For more information on the Heralds' guilds, see the "Renardy and Bellayne" chapter.

Class Modifications: Heralds do not gain the standard bard abilities of influencing audience reactions, rallying allies, countering magical song effects, or learning "a little bit of everything" (legend lore). Instead, they have the abilities described under "Special Benefits," below.

The Herald receives the following skill adjustments: pick pockets, -5%; detect noise, +10%; climb walls, -10%; read languages, +5%. Heralds tend to concentrate on literacy above other skills.

For spells, Heralds concentrate on the school of illusion and can learn those spells from other Heralds. At least half the Herald's initial spell selection must come from this school. For purposes of learning illusions, Heralds receive a +2 bonus to their Intelligence score.

A Herald does not build a stronghold and attract followers as detailed in the *PHB*. However, at 9th level the character can start a new guild or new branch of an existing guild (with that guild's approval), attracting 10d6 Heralds and prospective Heralds of 0 level to 3rd level (1d4-1) as followers.

Weapon Proficiencies: Heralds, like standard bards, can become proficient in any weapon. Most use weapons preferred by all rakastas, such as war claws.

Nonweapon Proficiencies: The Herald receives bonus proficiencies in etiquette, heraldry, local history, and reading/writing. The Herald also has the information-gathering proficiency (see the "Proficiencies" chapter), complemented by the special abilities listed under "Special Benefits," below. Recommended proficiencies include fast-talking, languages (ancient and modern), and musical instruments. Heralds must spend at least half of their nonweapon proficiency slots to learn languages. Most choose horns for their musical instruments because these are used to announce their presence in many places. Many become proficient in art and craft skills.

Equipment: Heralds have no special restrictions or allowances in armor and equipment. They are seldom without writing materials, so beginning characters must buy a writing utensil, ink, and paper (or parchment).

Special Benefits: Because they are recognized as bringers of news, guild Heralds are generally respected and granted safe passage, even in areas suffering from war. Heralds of powerful guilds are the most readily recognized (by colors and symbols), so it is sometimes difficult for freelance Heralds to convince others of their profession.

In addition, the Herald receives four special abilities that replace the standard class abilities. These reflect the Herald's ability to discover information and learn about local events. The new abilities are local lore, identify rumors, persuade crowd, and basal communication.

Local lore allows a Herald to quickly learn about a new area, such as who the important people are, what most buildings are used for, the quality of various establishments, any major rumors, and so forth. Gaining such information takes one day of snooping per 1,000 people in the area under scrutiny. Heralds never need make a proficiency check to learn major rumors; people just naturally want to pass on interesting news to them because of their personality and reputation. A Herald learns more rumors than other characters in the same situation, perhaps twice as many as normal. This ability should be adjudicated by the DM according to the requirements of the adventure, but a Herald should be able to pick up about one rumor per three levels of experience, even in situations in which rumors are scarce.

After the initial period of information collecting, to determine if a Herald knows information the player desires, the DM secretly makes a proficiency (Intelligence) check for the character. If the check is successful, the Herald remembers something of importance (such as the name of the captain of the guard, or the location of a good inn); if the roll is two points or more below the character's Intelligence, the Herald remembers something more detailed (such as what the guard captain looks like, or the approximate cost of the inn's services). This can be expanded for any information desired. If the Herald wants to remember the name of the local baron's horse, there might be no penalty. However, the name of a typical citizen might require the Intelligence check to succeed by 10 or more. Whenever the roll is a 20, the DM should secretly give the character false information.

The Herald can also discover specific details more quickly by using the information gathering proficiency. However, while the Herald's reaction bonus due to Charisma adjusts the proficiency check as normal, the character is considered to have an extended home territory. For purposes of the proficiency check, the Herald's home territory includes Bellayne, Renardy, Eusdria, Robrenn, the Savage Baronies, the free cities of the Savage Coast, and the homelands of the turtles and the Yazi goblinoids. Areas considered outside this home territory are Herath, the lands of the lizard kin, the whole of the Orc's Head peninsula, the Yazak Steppes, Hule, the City-States, and any lands not described in this boxed set.

Heralds need offer no bribes or other incentives when using this ability (and suffer no penalties for failing to do so), except when outside the extended home territory. In addition, in any area where another Herald of the same guild operates, Heralds receive a +2 bonus to Intelligence for purposes of the check (freelance Heralds never receive this bonus).

Identify rumors amplifies the local lore ability. A Herald can determine the validity of a rumor by making a successful Wisdom check (the DM rolls and relays what "gut instinct" tells the character).

Persuade crowd allows a Herald to affect the mood of a crowd by telling the true (or slightly altered) local rumors and news. The character must speak the language of the crowd to use this ability. If the crowd's initial mood is unknown, the DM can use the **Encounter Reactions** table (**Table 59**) in Chapter 11 of the *DMG*. After 1d10 minutes, those listening to the Herald's words are allowed a saving throw against paralyzation, with a -1 penalty per three levels of the character. Those who fail have their reactions adjusted one level in favor of the Herald's opinion; those who succeed have an equal chance of remaining at the same reaction level, or adjusting one level in the opposite direction. For example, a Herald could try to convince people to throw stones at the cruel teamster Tornack, but if the crowd is indifferent to the fact that Tornack whips his horses cruelly, the Herald will, at most, persuade the crowd to be leery of using Tornack's services.

Basal communication allows Heralds to communicate even when they do not speak the correct language, provided the creature being conversed with has at least Low Intelligence (5 or more) and a spoken language. Because they are master linguists, Heralds can incorporate bits of fundamental root languages, certain universal gestures, and common expressions to get the meaning across. For the Herald to perform such difficult communication, the "listener" must be within ten feet and the Herald must be clearly visible, with no distractions (such as combat). Success is determined with a read languages roll, even though the communication is rarely in any sort of written form. Separate rolls are required for sending and receiving ideas, so a Herald might be able to understand but be unable to transmit ideas to the individual.

Special Hindrances: Just as the recognition of a Herald sometimes gives the character an advantage, so might it cause problems. Heralds are disliked by those who have secrets to keep, suffering at least a +3 reaction penalty from them. Some powerful folks who wish to maintain secrets might have a Herald expelled from their lands or even send assassins after the character. In such a case, the Herald's guild will not look favorably on someone who assaults one of their own—provided the guild finds out.

In addition, for a Herald to remain a member of a guild, the character must follow the guild's rules and regulations. The guild Herald must also sometimes perform tasks for the guild whenever its leaders request such duties.

Likewise, a freelancer must remain on good terms with all the guilds or cannot expect them to lend help of any kind. So these characters must adhere somewhat to the guilds' regulations and requests.

Wealth Options: The Herald receives standard starting funds.

Skald

The Skald is a historian for a culture with a strong oral tradition. In the SAVAGE COAST setting, this includes only the country of Eusdria.

Skalds also accompany war parties from their clans, inspiring their compatriots and memorizing each feat of the battle. The characters create poems and ballads from battles and quests. They are valued and respected members of their clan.

Character Class: Only bards can be Skalds.

Races and Nationalities: Skalds come only from Eusdria. Only humans, elves, and dwarves can become Skalds. Elves and dwarves cannot advance past 12th level. Non-natives are never taught to be Skalds.

Requirements: Skalds can be of either gender and have the same ability score and alignment restrictions as a standard bard. They tend to have a good Strength and Constitution so that they can be effective warriors. The characters usually come from the freeheart class in Eusdria, but some come from the noble class instead.

Role: Most Skalds stay with their clans, supporting them in war and recording their histories. However, some join adventuring parties in order to participate in great quests, which they then turn into epic poems or ballads. The characters are easily taken by the idea of dangerous, exciting, and important quests. Whether with an army or a small group, the Skald expects, and usually receives, respect and courtesy. Those who treat the Skald well know their deeds will be honored in the Skald's next recital, and it is well known that those who malign a Skald are likely to hear their name slandered in innumerable ballads across the land.

Skalds go to great lengths to be worthy of the respect given to them. They work almost constantly on new poems and ballads that record the deeds of their fellows and patrons. To retain respect, Skalds must be brave and supportive of their companions. Likewise, they are expected to remain dignified; this often influences them toward a more dry and subtle wit, rather than the bawdy or coarse humor preferred by some other bards. A Skald's companions usually find the character to be

supportive and kind.

Skalds almost always dress in the clothing of their clan. A blue cloak is the symbol of a Skald of Eusdria.

Class Modifications: The Skald has the standard bard ability to influence audience reactions. The character's ability to learn a little bit of everything (legend lore) does not apply to all magical items, but only to those related to combat or war. Skalds have a more specialized ability to rally friends and allies, detailed under "Special Benefits" below, but they do not gain the standard ability to rally allies. They cannot counter magical song effects but gain another ability in its place as explained under "Special Benefits."

The Skald receives a +5% bonus to the "detect noise" ability. Unlike those of other nations, Eusdrian Skalds have no penalty to their ability to read languages, because Eusdria is a literate culture. The Skald often makes written records of poems and ballads, though they are always taught orally to pass on the proper pauses and inflections.

The Skald's culture does not stress spellcasting, and some Eusdrians view magic with suspicion. A Skald does not begin learning spells until 3rd level, so the spell progression chart given in the *PHB* is off by one level for the Skald. For instance, a 7th-level Skald can memorize only as many spells as a 6th-level standard bard (three 1st-level spells, two 2nd-level spells). In addition, the Skald cannot learn spells of greater power than 5th level, so the 6th-level spells given on that chart should be ignored. In addition to these restrictions, Skalds prefer spells useful in combat and cannot learn spells from the schools of enchantment/charm or illusion/phantasm.

Dwarf bards do not cast spells at all. Instead, they learn to resist spells as described in the "Player Characters" chapter.

Weapon Proficiencies: Like other bards, Skalds can become proficient with any weapon but must devote all initial slots to weapons common in Eusdria: bows, crossbows, spears, swords (bastard, long, broad, and two-handed), slings, and war hammers.

Nonweapon Proficiencies: The Skald receives bonus proficiencies in ancient history, poetry, singing, local history, and reading/writing. Recommended proficiencies include armorer, blacksmithing, blind-fighting, bowyer/fletcher, etiquette, hunting, leatherworking, musical instrument, and weaponsmithing.

Equipment: Skalds prefer equipment appropriate to warriors but have no special restrictions or allowances (including armor).

Special Benefits: The Skald's ability to rally friends and allies comes from the character's war chant. For the war chant to have effect, the Skald must begin chanting at least three rounds before combat begins; otherwise, allies are too caught up in the events around them to benefit from the ability. The war chant has an effective range of ten feet per level of the Skald. Its effects end as soon as the Skald receives a wound or after a number of rounds equal to the Skald's level (whichever occurs first).

Skalds can choose from six effects for the war chant, choosing different effects each battle, if desired. A 1st-level Skald can choose only one effect, but can add another effect with each three experience levels (two effects at 3rd level, three effects at 6th level, etc.). The Skald cannot choose the same effect twice for the same battle and can never choose more than six effects.

The effects apply to the Skald and all allies within range of the war chant. The six available abilities are as follows:

- ° *Bonus hit points* equal to the Skald's level.
- ° *A morale bonus* of 1 for each six levels of the Skald (rounded up).
- ° *A +1 bonus to all attack rolls.*
- ° *A +1 bonus to all damage rolls.*
- ° *A +1 bonus to all saving throws.*
- ° *A -1 bonus to Armor Class.*

Skalds also receive combat bonuses. Whenever singing or chanting during combat (including the war chant), the Skald receives a +1 bonus to attack rolls. This ability is not cumulative with a bonus to attack rolls due to the war chant. Even if not in time to perform an effective war chant, Skalds almost always sing or chant during combat (sometimes just a soft chant under the breath), so they nearly always receive this bonus.

In addition, Skalds gain a +1 damage bonus when using a spear, battle axe, or a sword (bastard, long, broad, or two-handed).

Special Hindrances: Skald characters have no hindrances other than those already detailed in other sections of this kit description.

Wealth Options: The Skald receives standard starting funds.

Trader

Traders are wandering storytellers and merchants among the less civilized cultures of the Savage Coast. Most are native to one of those cultures, but some few are from PC races. Representing one of the few links among different primitive tribes, they are welcomed by all as bringers of news, trade

goods, and ancient lore. Traders are well respected by tribal cultures and are generally safe even when visiting tribes hostile to their own.

Trader characters gather lore of all kinds, especially religious. If a tribe visited by a Trader has a task for a Shaman or other priest, and none are available, the Trader can usually advise the locals or even act in place of a Shaman for a short time.

Character Class: Only bards can be Traders.

Races and Nationalities: Tortles and lizard kin (of Shazak, Cay, and Ator) can take the Trader kit, as can phanatons of Jibarú and wallaras. It is remotely possible for a member of another race to become a Trader if adopted by shazaks or tortles, but the character suffers the same level limit (for the bard class) as the adopting race. If goblinoid PCs are allowed, Traders can be found in the Yazak Steppes and among Yazi goblinoids.

Requirements: Traders can be of either gender and have the same ability score requirements as standard bards. The tribes from which Traders come have no true social classes, but Traders are considered to be sort of upper middle class, generally less respected than tribal leaders and about equal to warriors (though warriors generally view them as belonging to a lower echelon). Traders are seldom chaotic and never evil.

Role: Not surprisingly, the Trader's primary role is trade. The characters transport goods between tribes, bartering for good deals whenever they can find them, making a circuit of various tribes about once each year. Significantly, traders deal almost as much in stories as in trade goods. At each stop, they pass along tales of excitement and adventure as well as teaching the mythology and folklore of the tribes. If necessary, the Trader can also apply the mythology and folklore by advising a local Shaman of forgotten rites or even acting as a substitute Shaman for small ceremonies if a true Shaman is unavailable.

Traders never steal because that would break the bond of trust that protects them when traveling among foreign tribes. They are afforded courtesies by the tribes they visit, including lodging and food. A Trader might snoop a little around the tribe to learn about what they are doing and what they plan. However, the tribe being visited expects this and is careful to hide its more important secrets. A Trader is careful about spreading gossip about a tribe because the character wants to be welcomed there again.

Some Traders want to expand their horizons, finding better goods and stories or sometimes even retrieving an item important to the tribe. They are the ones who become adventurers. In an adventuring group, a Trader often acts as a spokesperson and is usually deferred to for bargaining, even in the more urban areas of the Savage Coast. Adventuring Traders also expect their companions to respect them. They never fail to do things that make them valuable to the group, such as casting spells for the party, scouting, or fighting. The characters are engaging and personable, respectful of the beliefs of others, and very tolerant of people who are different. They can sometimes provide shelter for companions when visiting tribes (see "Special Benefits" below).

Class Modifications: The Trader has the standard bard ability of influencing audience reactions. The Trader's ability to learn a little bit of everything (legend lore) applies only to tribal items, until the character has been exposed to the more urbanized cultures. Spending a year or more in the more "civilized" cultures (not just adventuring with people from them) is necessary for a Trader to be able to apply the legend lore ability to items of those cultures.

Traders have neither the ability to rally friends and allies with inspiring song, nor to counter magical song effects. Instead, they have abilities detailed under "Special Benefits."

The characters do not learn wizard spells. Instead, they build a spellbook of clerical spells. The characters do not pray for these spells, memorizing them as if they were wizard spells. Whenever a spell description calls for a holy symbol, the Trader must instead perform a short chant (this does not change the spell's casting time). A Trader is limited in spell selection as follows: major access to the spheres of divination and protection; minor access to the spheres of all, animal, combat, and plant.

Traders never build a stronghold or attract followers.

Weapon Proficiencies: At 1st level, Traders are restricted to those weapons available to their respective tribes. Beginning tortle Traders must choose from short bow, staff, long sword, and bite. At later levels, Traders can become proficient in weapons unavailable to their tribe but almost never learn how to use firearms.

Nonweapon Proficiencies: The Trader character receives direction sense, storytelling, religion, local history, and reading/writing as bonus proficiencies. Recommended proficiencies include animal handling, animal training, fire-building, fishing, rope use, weather sense, animal lore, hunting, set snares, healing (regular and veterinary), herbalism, local history (for areas other than their homes), land-based riding (among goblinoids), survival, and weaponsmithing (crude).

Equipment: Traders receive no starting money. Instead, they start with one of each of their weapons of proficiency. A Trader can also have up to 20 items of other equipment common to the character's tribe. This list must be approved by the DM but might include rope, food, clothing, weapon sheathes, items important for the character's nonweapon proficiencies, and so forth. The character also begins the game with 10d6 gp worth of trade goods appropriate to the tribal cultures

(feathered cloaks, necklaces and other jewelry, or even weapons, as approved by the DM). The Trader uses armor according to the restrictions of the character's culture, so are greatly restricted.

Special Benefits: Among tribal peoples (lizard kin, phanatons, wallara, some tortles, and goblinoids), the Trader receives a -3 bonus to reaction rolls. If members of a tribe recognize the character as a Trader, the character can receive a reaction of "hostile" or "threatening" only if the Trader has personally caused problems for the tribe in question.

Traders are welcomed by other tribes and can get a tribe to extend this welcome to companions by claiming them as assistants (bearers, guards, etc.). A Trader can claim up to one assistant per level of experience but must have enough trade goods to make an entourage plausible.

Besides safety among tribal peoples, Traders have one other ability: detecting spirits and undead. A Trader automatically gets a saving throw vs. spell for detection of a spirit or undead when such a being approaches within 10 feet and for every round the being remains that close. The Trader does not automatically know where the creature is, just that it is close; locating it still requires other clues. A Trader can also use this ability to detect the presence of invisible spirits or noncorporeal undead, such as ghosts. Spirits and undead are almost never immediately hostile toward Traders but defend themselves if attacked. Other than the beneficial reactions from such beings, Traders have no special attack or defense abilities against them.

Besides being able to detect such beings, Traders have a special ability to speak with them as per the *speak with dead* spell. To learn more ancient lore and mythology, they use this ability to talk to undead (or normal dead creatures). They can also use the ability to talk to spirits of various sorts. This ability is particularly useful if the Trader needs to communicate with an ancient spirit to learn rituals appropriate to a specific tribe, allowing the Trader to serve better as a keeper of religious lore.

Special Hindrances: Besides those mentioned earlier, the Trader has no special hindrances.

Wealth Options: As explained under "Equipment," the Trader gains no starting funds. Traders rely mostly on barter, but they are quick to grasp the uses of money when they come into contact with it.

Kits by Culture and Race

As mentioned earlier, most races are restricted in the kits they can use, and some kits are more appropriate to particular cultures. To save players time in locating kits appropriate for their characters, a summary of the kits available to different races and cultures follows. Under each heading, kits are listed in the following order: those for multiple classes, warrior kits, wizard kits, priest kits, thief kits, then bard kits.

To present a fuller picture of the Savage Coast and its environs, this section covers some nations mentioned only briefly in other portions of this text. In addition, this listing includes several races not presented as PC races in this source; until such time as those races are given a more detailed treatment, this list can help characterize the races for NPC encounters.

Kits by Nation

Any notes about restrictions and frequencies are included parenthetically in the listing. The races most common to the areas are listed, but all of these nations have at least a few people of each player character race.

City-States: (*inhabited mostly by humans, with some demihumans*) Local Hero, Noble, Spy, Swashbuckler; Defender, Myrmidon; Militant; War Priest (common); Bandit, Scout.

Savage Baronies and free cities of the Savage Coast: (*inhabited mostly by humans, with some demihumans*) Inheritor, Local Hero (rare in Gargoña), Noble (except for Almarrón, uncommon in Cimarron and Torreón, and rare in Gargoña), Spy, Swashbuckler (common in Almarrón and Gargoña, rare in Guadalante, and uncommon in Torreón, Narvaez, and Cimarron); Defender (laws of Narvaez declare this kit illegal), Gaucho (humans and demihumans only; common in Cimarron and Guadalante, rare in Gargoña, and not native to Vilaverde and Texeiras), Honorbound (humans, elves, dwarves, and halflings only), Myrmidon (especially in Torreón and Narvaez); Militant (rare in Narvaez), Mystic (only in Gargoña and Saragón, and rare there); War Priest (common); Bandit, Scout.

Robrenn: (*inhabited mostly by humans, with many elves and some other demihumans*) Inheritor (uncommon), Local Hero (uncommon), Noble, Spy; Defender (relatively common); Militant, Wokan (no non-natives); War Priest (common); Bandit, Scout.

Eusdria: (*inhabited mostly by humans, with many elves, half-elves, and dwarves, and some halflings*) Inheritor, Local Hero (uncommon), Noble, Spy; Defender, Honorbound, Myrmidon; Militant; War Priest (common); Bandit, Scout; Skald (humans, dwarves, and elves only).

Renardy: (*inhabited mostly by lupins*) Inheritor, Local Hero, Noble, Spy, Swashbuckler (common); Beast Rider (lupin only), Defender, Honorbound (mostly lupins, rare humans, elves, dwarves, and halflings), Myrmidon; Militant; Bandit, Scout (relatively common).

Bellayne: (*inhabited mostly by rakastas, with many elves and tortles as well*) Inheritor, Local Hero, Noble, Spy, Swashbuckler; Beast Rider (rakastas and a few elves only), Defender, Honorbound

(rakastas, elves, and turtles relatively common; humans, dwarves, and halflings rare), Myrmidon (uncommon); Militant (uncommon), Mystic (rare), Wokan (no non-natives); Fighting Monk (mostly rakastas, elves, turtles; all other PC races allowed); Bandit, Scout; Herald (rakastas and elves only).

Herath: (*inhabited mostly by araneas*) Inheritor (uncommon), Local Hero, Noble, Spy, Swashbuckler; Defender, Myrmidon; Militant, Mystic (rare), Wokan (no non-natives); War Priest, Webmaster (relatively common; no non-natives); Bandit, Scout.

Shazak: (*inhabited mostly by shazaks*) Inheritor (rare), Spy; Beast-Rider (shazak only), Defender, Honorbound (shazaks only), Savage; Wokan (shazaks only); Shaman (shazaks only), War Priest; Bandit, Filcher, Scout; Trader (non-natives allowed rarely).

Jibarú: (*inhabited mostly by phanatons*) Inheritor (rare); Defender (phanatons only), Savage; Wokan (phanatons only); Shaman (phanatons only); Bandit, Filcher, Scout; Trader (phanatons only).

Um-Shedu: (*inhabited mostly by enduks and ee'aar*) Local Hero (no ee'aar), Noble (ee'aar only), Swashbuckler; Defender (especially among enduks), Honorbound (especially among ee'aar); Militant (uncommon), Mystic (rare among enduks, relatively common among ee'aar); War Priest (common); Bandit, Scout.

Kits for Miscellaneous Races and Outside Nations

Information given with each heading below falls into three basic categories: 1) kits allowed to those individuals raised in their home culture; 2) kits taken rarely and only by individuals raised in a culture other than their native one; and 3) kits never taken by members of that race. Exceptions to the listing style are shazaks, phanatons, ee'aar, and enduks, whose nations and native kits are listed in the previous section. Turtles are also an exception, being almost always raised in other cultures.

Notes are included for DMs who wish to allow goblinoid PCs or those from Hule. Goblinoids sometimes raise outsiders in their culture—these are usually prisoners or slaves taken from other cultures.

Turtles. *Native:* Inheritor, Local Hero (very common), Spy (rare), Swashbuckler (rare); Defender, Honorbound, Myrmidon; Mystic (rare), Wokan (only in Robrenn, Bellayne, and Herath); Fighting Monk; Bandit, Scout; Trader (turtles rarely raise members of other races to be Traders).

Non-native: Savage (if raised by shazaks); Filcher (if raised by shazaks).

Never: Noble; Beast Rider, Gaucho; Militant; Shaman, War Priest, Webmaster; Herald, Skald.

Caymas. *Native:* Inheritor (rare), Defender, Savage; Wokan; Shaman, War Priest; Bandit, Filcher, Scout; Trader.

Non-native: Local Hero; Myrmidon; Militant, Mystic; Fighting-Monk.

Never: Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound; Webmaster; Herald, Skald.

Gurrash. *Native:* Inheritor (rare); Defender, Honorbound (uncommon), Savage; Wokan; Shaman, War Priest; Bandit, Filcher, Scout; Trader.

Non-native: Local Hero; Myrmidon; Militant; Fighting-Monk.

Never: Noble, Spy, Swashbuckler; Beast-Rider, Gaucho; Mystic; Webmaster; Herald, Skald.

Shazaks. *Non-native:* Local Hero, Swashbuckler; Myrmidon; Militant, Mystic; Fighting-Monk.

Never: Noble; Gaucho; Webmaster; Herald, Skald.

Yazak Steppe Goblinoids. *Native:* Beast Rider, Defender, Honorbound (rare), Savage (uncommon); Wokan (goblinoids only); Shaman (goblinoids only), War Priest; Bandit, Scout; Trader.

Non-native: Inheritor, Local Hero, Spy, Swashbuckler; Myrmidon; Militant; Fighting Monk; Filcher.

Never: Noble; Gaucho; Mystic; Webmaster; Herald, Skald.

Yazi Goblinoids. *Native:* Inheritor (rare); Beast Rider, Defender, Honorbound (only gnolls of El Grande Carrascal), Savage; Wokan (goblinoids only); Shaman, War Priest; Bandit, Filcher, Scout; Trader.

Non-native: Local Hero, Spy, Swashbuckler; Myrmidon; Militant; Fighting Monk.

Never: Noble; Gaucho; Mystic; Webmaster; Herald, Skald.

Dark Jungle Orcs. Members of other races are never raised in the orcish culture of the Dark Jungle.

Native: Defender, Savage; Wokan; Shaman; Scout; Trader.

Non-native: Inheritor, Local Hero; Myrmidon; Militant; Fighting-Monk, War Priest; Bandit, Filcher.

Never: Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound; Mystic; Webmaster; Herald, Skald.

Phanatons. *Non-native:* Local Hero, Spy, Swashbuckler; Honorbound, Myrmidon; Mystic; Fighting-Monk.

Never: Noble; Beast-Rider, Gaucho; Militant; War Priest, Webmaster; Bandit; Herald, Skald.

Ee'aar and enduks. *Non-native:* Inheritor; Myrmidon; Wokan; Trader (if raised by turtles).

Never: Spy; Beast-Rider, Gaucho, Savage; Fighting-Monk, Shaman, Webmaster; Filcher; Herald, Skald. Ee'aar never become Local Heroes, and enduks never become Nobles.

Wallaras. Because of their insular society, special breeding requirements, and racial memory, wallaras have certain societal knowledge at birth. It is very rare for a wallara to be raised outside his homeland, and even those who are never fit into other societies enough to take their kits. Wallaras

know little about raising children, so people of other races are never raised in their society; any children they might find would be returned to their homes or given to the phanatons of Jibarú.

Native: Defender, Savage; Mystic (relatively common); Filcher, Scout; Trader.

Never: Inheritor, Local Hero, Noble, Spy, Swashbuckler; Beast-Rider, Gaucho, Honorbound, Myrmidon; Militant, Wokan; Fighting-Monk, Shaman, War Priest; Bandit; Herald, Skald.

Hule. Characters from Hule are always human and can have the following kits from this book: Spy; Defender; Mystic; War Priest; Bandit, Scout.

Nimmur. Characters of Nimmur are always manscorpions and, if the DM wants to give them character class abilities, can have the following kits from this book: Local Hero, Noble; Defender, Myrmidon; Militant; War Priest; Bandit, Scout.

Using Other Kits

It is possible for a DM to create additional kits for use with the SAVAGE COAST campaign. Many possibilities are covered in this chapter, but others exist. There is also nothing to prevent a DM from running a SAVAGE COAST campaign with characters imported from other regions. Such characters need not worry about conforming to native kits.

The DM can also use kits from other sources, as listed below. Sources not listed contain no kits suitable for a Savage Coast campaign. For example, sources such as the *Complete Book of Elves* and the *Complete Book of Dwarves* are inappropriate because demihuman cultures along the coast are almost nonexistent. Savage Coast demihumans have lost the cultural identity that makes any of those kits appropriate. Most other sources that have kits are too closely tied to the cultures of those sources to be of much use.

Note that several kits from the sources listed have already been adapted for the setting and appear in this chapter.

The Complete Fighter's Handbook. Adaptations of the book's Beast Rider, Myrmidon, Noble, Peasant, and Swashbuckler kits appear earlier in this chapter. The Amazon, Cavalier, Gladiator, and Samurai are unsuitable for the setting. The Pirate/Outlaw is appropriate for all but goblinoids; the Barbarian and the Berserker can be used for people of Eusdria. Wilderness Warriors could be found in Robrenn, Eusdria, Herath, and among Yazi goblinoids. Anyone can become a Wilderness Warrior by moving to one or another of these wilderness areas.

The Complete Thief's Handbook. Adaptations of the Adventurer, Bandit, Scout, and Swashbuckler appear in this chapter. The other kits in the *CTH* are appropriate as well. Any could be used in the SAVAGE COAST setting (except among the goblinoids).

The Complete Priest's Handbook. Adaptations of the Fighting Monk, Nobleman, and Peasant appear in this chapter. The Amazon is inappropriate for use with this setting. The Barbarian/Berserker might be found in Eusdria if the appropriate warrior kits are adapted as well. The Outlaw can be used, but the Pacifist is not terribly suitable. Likewise, the Savage could be used, but the Shaman presented here is preferable. Prophets could be used for Hule, and Scholars might be found in Bellayne, Renardy, and the Savage Baronies (especially in Gargoña).

The Complete Wizard's Handbook. Adaptations of the Militant, Mystic, Patrician, and Peasant appear in this chapter. The Amazon and Anagakok are not suitable for this setting. Academicians could be found in Gargoña, Bellayne, Renardy, and especially Herath. The Wu Jen could be used as a hermit wizard in Bellayne, while the Witch could be used in all areas of the Savage Coast. Also, the Savage could be used among the goblinoids.

The Complete Bard's Handbook. Note that the kits from this source are not so much kits as they are replacement bard classes because almost all of them take away the bard's standard abilities and replace them with something new. This chapter includes adaptations of the True Bard, Blade (as Swashbuckler), Herald, and Skald. The following additional kits are usable with the setting: Charlantan, Gallant (in Renardy and the Savage Baronies), Gypsy (in Bellayne), Jester, Jongleur, Loremaster, Meistersinger (especially in Robrenn), Riddlemaster, and Thespian (rarely). Of the demihuman kits, only the elven Minstrel might be found, and then only among the nobility of Robrenn.

The Complete Book of Humanoids. Adaptations of the Shaman and the War Priest appear in this chapter. Several kits available here are similar to those in *CBoH*. The Mine Rowdy, Pit Fighter, Saurial Paladin, Witch Doctor, and Tunnel Rat are not suitable for the setting. All other kits from *CBoH* can be used on the Savage Coast, but only for goblinoids and the other savage tribes.

The Complete Ranger's Handbook. The following kits from the *CRH* can be used with this setting: Beastmaster (in Robrenn), Guardian, Justifier, Pathfinder (especially lupins and rakastas), Sea Ranger (uncommon), Seeker, and Stalker. The Explorer, Falconer, Forest Runner, and Warden could be used in Renardy, the City-States, and the Savage Baronies. The Mountain Man and Giant Killer could be found in Eusdria. The Feralan is a rare kit, but could be found in some of the less civilized areas of the Savage Coast. The Greenwood is also rare, and found only in Robrenn, if anywhere.

The Complete Paladin's Handbook. Paladins in general are rare in the Savage Coast setting,

but any paladin kit can be used in the area, except for the Skyrider (no appropriate culture) and the Wyrmslayer (not enough dragons). Either the Local Hero or the Noble can be considered an adaptation of the True Paladin kit from *CPaH*. The Votary, Divinate, Expatriate, and Inquisitor could be found in Narvaez, but only the Divinate is found in other areas. The Envoy and Errant would be common paladins of the region, and the Chevalier, Equerry, Ghosthunter, Medician, Militarist, and Squire are also possible.

The Complete Druid's Handbook. Druids are rare in this setting, except in Robrenn where they dominate the country. The CDH offers druidic branches, as well as kits; branch is determined by the druid's home environment. The forest branch is the strongest and is especially strong in Robrenn and Herath. Druids of Jibarú belong to the jungle branch, even though their region is not tropical rain forest. A few druids are in the swamp branch, but mountain or plains druids are rare. Gray and desert druids are all but unknown here, and no arctic druids exist.

In terms of kits, only the Hivemaster and Village druids have been adapted in this chapter, as the Webmaster and Local Hero, respectively. The Adviser is common in Robrenn. The Outlaw is found in Narvaez. A few Lost Druids might be in the area, and the Totemic druid could find a place in Beast Rider cultures (Renardy, Bellayne, and among goblinoids). The Natural Philosopher and the Pacifist are rather unsuited to the region. Beastfriend, Guardian, Shapeshifter, and Wanderer can also be used and would likely come from Robrenn.

Arabian Adventures. For the most part, the kits in this source are unsuitable for the Savage Coast campaign. However, the Askar, Desert Rider, Faris, Holy Slayer, Rawun, Moralist, Hakima, and Mystic could possibly be used for characters from Hule until more material about that nation becomes available.

Maztica. The Plumaweaver kit would make a fine choice for turtles. No other kit is truly appropriate for the Savage Coast.

Switching Kits

Many of the kits described mention penalties suffered by a character who abandons a kit. Generally, abandoning a kit means giving up all or part of the culture that goes with it. For example, clerics who abandon the Shaman kit essentially renounce their home culture in favor of a more "civilized" one. Similarly, warriors who leave the Noble kit might be renouncing a birthright. In such cases, where a character is closely tied to a kit, and the kit to the culture, the DM is perfectly justified in giving the character a penalty such as the loss of two experience levels. In other cases, kits represent groups like Inheritors and the Honorbound, who punish those who abandon their ranks.

For the most part, leaving a kit or joining a new kit is not necessary or desirable. The kit gives the character an initial mind-set and a way of doing things; it does not prevent the character from changing professions, and it seldom precludes the character from changing habits, acquiring skills with new weapons, or learning something more common to another culture or kit. Leaving kits should be discouraged, and switching kits should be allowed only in the rarest of circumstances.

Keep in mind, however, that it is possible to join a kit late if, for instance, a character is brought to the Savage Coast from some other area. Each case must be handled individually by the DM, according to the situation. For example, a character cannot become an Inheritor after 1st level but could become an associate member of one of the orders. A character who wanted to become a Gaucho could live with the range riders for a time, learning the appropriate skills and gaining acceptance from them. Someone who wanted to become a Shaman would have a difficult time but might be accepted by a tribe after a long series of ceremonies and initiation rites. The DM might make the character give up certain skills, spells, or habits to join a particular kit and should require the character to spend time to learn the nonweapon proficiencies appropriate to the kit.

Please note that most kits can be used by multi-class or dual-class characters, but a character can have only one kit. For instance, a Militant wizard who decides to become dual-class—adding the fighter class—would keep the Militant kit. On the other hand, suppose a fighter character decides to become dual-class, adding wizard. If the player decides this when the character is created, choice of kit can be put off until the class switch is made, with the Militant kit being taken when the character becomes a wizard.

Some other kits are similar enough that the DM could allow a dual-class character to switch kits. For instance, it would be reasonable for a fighter with the Myrmidon kit to become dual-class, taking a wizard class with the Militant kit. This is possible only if allowed by the DM and only if the new kit is used. The character would then be a Militant, not a Myrmidon; the original kit does not come back when the character becomes able to use the abilities of both classes. For dual-class characters to acquire a new kit, they should be required to spend slots on the proficiencies necessary to the new kit, before being able to join. This can be used as a guideline for other kit-switching as well.

Similarly, a multi-class character can choose a single kit appropriate to one of the classes in particular. If a kit is not intended for use with multi-class combinations, such information is listed under "Character Class" in its description.

Playing Without Kits

Some people prefer to play without kits. With the DM's approval, this can be allowed, though the DM should be careful about allowing a mixed group—one in which some characters have kits and others do not. In such a situation, the special abilities and quirks of characters with kits make them seem much more attractive or powerful than those without, and players of "kitless" characters might feel left out of the action. The simple solution is to encourage everyone to play with a kit, working to find the right kit for each player character.

Some DMs favor a more freeform style and do not allow any kits, preferring that each player come up with the appropriate role-playing hooks for the character. This may cause a struggle with balance and fairness. If everyone has a kit, everyone has advantages and disadvantages; without kits, advantages and disadvantages must be determined by the DM (and players) in such a way that no character is "better" than another, while each has unique powers and abilities that allow players to enjoy themselves. Kits are, in some ways, crutches for those who do not want to invent such special abilities. Please note, though, that a kit does not keep a character from becoming unique; most kits have a wide range of available personalities and quirks.

Also, the kits in this campaign set are designed to convey much of the atmosphere of the setting. DMs who prefer to play without kits will certainly need to work harder to convey the setting's flavor. Some kits, notably the Inheritor, are so central to the setting that even if it is not used as a PC option, the DM should definitely retain its background information. Regarding the Inheritor kit in particular, the DM could allow player characters to join the different orders, ruling that members learn how to manipulate the powers, gaining one every three levels of experience. In this manner, the kit is emulated though the DM has not used it directly. Other special abilities or hindrances for the kit can be used or ignored, as the DM and players choose.

The Curse and the Legacies

The most important addition to the rules for this setting are those concerning the Red Curse. Because the curse is still very much a mystery to the inhabitants of the Savage Coast, release of the information in this chapter to players should be carefully controlled.

Though the Red Curse is potentially devastating, ways have been found to channel its magical energies; to some individuals the curse is almost a blessing. The Savage Coast is also home to two unique magical substances, *vermeil* and *cinnabryl*, and the latter can be used for protection from the Red Curse.

This chapter details the Red Curse and its origins, the magical substances of the region, the acquisition of Legacies, and the Legacies themselves.

Basic Effects of the Curse

The fundamental effects of the Red Curse are twofold. First, every person who spends time in the cursed area begins to manifest an extraordinary, magical power, known as a Legacy. Second, if preventative measures are not taken, the affected individual usually suffers a change in physical appearance and an attribute loss. Various side effects of the Red Curse exist. For most people, the acquisition of a Legacy means a loss of health, degeneration of mental or physical prowess, and other equally unpleasant physical manifestations.

For example, someone who receives a Legacy of great strength might gain it only in one arm, which could grow to huge proportions, leaving the rest of the body relatively normal. At the same time, the person would lose Intelligence, forgetting those things once learned and possibly even losing the ability to learn.

However, the magical substance *cinnabryl* prevents the worst effects of the curse, while allowing individuals to enjoy the benefits. *Cinnabryl* and other magical substances are used to manipulate the curse's magic to beneficial purposes, even allowing some people to gain more than one Legacy.

Origins of the Curse

No mortal is completely sure of the Red Curse's origins. Indeed, many people search for its cause, sure that once it is found, the curse can be lifted. However, many people enjoy the benefits of the curse, from the personal Legacies it gives them to the chaos it imposes on the region, allowing a clever person to rise to great power.

Following are a few commonly held theories concerning the origins of the curse. Each of these circulates the region periodically as legend, but sages study them all.

The Dragonfall

According to this legend, many years ago, dragons roamed the lands and were often seen in the sky. The dragons met in great conclaves, where they decided how they should be governed and how they should relate to other races.

Then, the dragons began to war among themselves for reasons lost in the mists of time. It is said that the leader of all the dragons was saddened by these conflicts; he had believed that the noble dragons were above the petty conflicts of other races.

Eventually, the dragon leader was able to find out who started the conflict, but doing so cost him greatly, for he had to battle other dragons. Grievously wounded, the dragon leader left the scene of the battle and flew to find the instigator, leaving a great trail of his blood.

The great dragon finally found his hated enemy, a powerful human. They fought for many days. In the end, the dragon won, but only at the cost of his own mortal life. As he lay breathing his last, he laid an eternal curse on all the lands where his blood had fallen. So great was his curse that, in effect, he gained immortality. The red *vermeil* that blows on the winds is the living remnant of his blood, a reminder of his pain. Because of it, the curse is eternal.

The wording of the curse was such that all who lived in the area would suffer, becoming twisted relics of their former selves. The curse was also to draw the greedy and the power-hungry to the area, leading them away from the rest of the world to a secluded place where they would eventually destroy themselves.

The Araneas and Wallaras

Another tale claims that the wallaras, known to many as chameleon men, once had a great and powerful civilization. Descended from dragons, the wallaras were altered to have smaller forms so they might interact more freely with the human and near-human races and spread the wisdom of

dragons to them. They brought many great things to the world.

Then came the araneas. They were evil spider beings who, in their arrogance, conducted strange magical experiments on wallaras, releasing a plague that almost destroyed the wallaras completely. The Immortal patron of the wallaras, the dragon known as the Great One, tried to save his chosen people, but his magic was twisted by the araneas and their patrons. In the end, the wallaras devolved into the race of spiritually rich, yet technologically primitive, people that they are today.

The Great One's wrath was terrible. He brought all his magic to bear and laid an aura of magic over the land. The magic was meant to give every living being in the area a magical power, that they might use it to resist the araneas. Alas, the araneas and their patrons again interfered, altering the magic so that with the power came a curse. All who gained the arcane power would be twisted by it.

Still, the Great One fought against the forces of evil and chaos in a battle beyond the comprehension of mere mortals. He fought the enemy until both sides were exhausted by their efforts, but still the Great One persevered. He knew that he would be unable to act for a long time, too late to save the people doomed by the magic he had initiated. With a great effort, the Great One pulled a bone from his body and smashed it above the area that would become known as the Savage Coast.

The blood that rained down dried and became the powdery *vermeil*, while the pieces of his bone fell deep into the earth, where they turned into the deposits of *cinnabryl*, the substance that protects from the curse and allows the Great One's blessing to function properly.

Now the araneas are a hated race, nearly extinct. Those few who still exist hide from the sight of all who care for good and order.

Nimmur and the Manscorpions

This legend states that many centuries ago, beings that were half man and half scorpion roamed the land that would become the Savage Coast. They became friends with the ancient people of Nimmur, the ancestors of the enduks. At first, the manscorpions were friendly, even helpful, but they hid a deep and abiding love for chaos. Eventually, they turned against the good people of Nimmur and against the Immortal patron of both races, Ixion, ruler of the Sun.

Ixion was angered, and he took his blessing from the manscorpions, making them vulnerable to the light and heat of the sun. Wherever they stood, manscorpions burnt to piles of red ash, which we now know as *vermeil*. The power of Ixion was great, and it sank into the land. Now, all people who live here gain power from the land.

Now, the red ash from the manscorpions flies through the air, poisoning all who live near it and giving them bizarre Afflictions unless they dig to find the receptacles of Ixion's power, the magical metal *cinnabryl*.

The Real Story

Each of the legends above contains at least part of the truth, yet none tells the complete story. The Red Curse is actually composed of several curses and blessings. It is a result of several conflicts that took place about 1,500 years ago during a time of magical troubles.

Roughly around that time, the Nithians were at the height of their power. They built an empire centered on a great river, constructing immense pyramids throughout the surrounding deserts, lands that would eventually become home to the Emirates of Ylaruam. The pharaohs of Nithia also sent out exploratory expeditions to other regions, discovering the Savage Coast about 1,700 years ago and starting a colony there. At about the same time, the Immortal Thanatos decided to destroy Nithian culture. It took almost two centuries to complete, during which time Thanatos led the Nithians to irritate almost all the other Immortals. In the end, the Nithians were destroyed. On the Savage Coast, their disappearance took place almost overnight.

The other Immortals also concocted an incredibly powerful enchantment known as *The Spell of Oblivion*. This magic affected every living, mortal being in the world, robbing all of any memory of the Nithians and destroying many of their monuments and artifacts. Curiously, on the Savage Coast, the destruction was not absolute; a few pyramids were left, as was a legacy of art and philosophy. The people of the Savage Coast have no true memory of the origins of those things, however. The manscorpions of Nimmur believe, for example, that they simply migrated west rather than being driven by the Nithians. Most people believe ancient Nithian artifacts to be remnants of wallaran outposts.

While the Nithians on the Savage Coast were in power, they were great workers of magic, involved in a conspiracy to wrest power from their pharaoh. Their wizards had even created powerful magic which was the root of the Legacies, intended to give spell-like powers to many of their troops. The Savage Coast Nithians also set loose spells creating a magical metal that could be mined and shaped into magical weapons. This was the origin of *cinnabryl*. Nonetheless, doom fell upon all Nithians before the rebels could attack.

Meanwhile, the manscorpions, having been driven west by the Nithians, had been accepted by the enduks of Nimmur. At about the same time as the Nithian destruction, the manscorpions turned on

the enduks and drove them out. In fact, the enduks only survived this treachery because they were aided by their friends, the ee'aar, from across the sea.

The Immortal Ixion punished the manscorpions with a two-fold curse. First, the manscorpions of Nimmur on the western edge of the Orc's Head peninsula became vulnerable to Ixion's power, that of the sun. Many were incinerated, and the rest were driven underground. The second part of Ixion's curse fell along the rest of the Savage Coast, to catch those manscorpions still living at various places along it. This curse declared that those who sought power would be doomed by it, having their bodies twisted and their mental and physical abilities depleted.

As might be expected, Ixion's curse acted upon anyone who gained power, even those who were unwillingly granted it—in the form of Legacies—by the Nithian enchantment. Thus, the Legacies are the result of one enchantment, and the detriments associated with them are the result of another.

During the time of the Nithian and Nimmurian conflicts, a war broke out between the mages of Herath and the wallaras. Most people believe who know anything of the araneas believe that the race began to decline about 3,000 years ago, being supplanted by human and elven wizards, but this is not the case. As explained in the "Herath" chapter, the araneas began to assume other forms, and the "humans and elves" who supplanted them were actually araneas in disguise. The Herathians have managed to keep their secret, even to this day.

However, the wallaras were a very wise people, able to discern what was real and what was not. They understood the secret of the Herathians. They did nothing with the knowledge because they were a peaceful people, content to possess knowledge without using it, despite the fact that Herathians had occasionally used wallaras as stock for magical experiments.

To the Herathians, however, the wallaras' knowledge of their secret was intolerable. Approximately 1,700 years ago, Herathians used captured wallaras in an experiment, infusing their essence into lizard men to create the more advanced specimens who eventually became the shazaks. The wallaran nation protested, and the Herathians feared that the wallaras would spread their secret. In response, the mages of Herath released a magical plague upon the wallaran nation, causing that people to forget all they knew about Herath and its inhabitants. Unfortunately, the plague worked too well. Within two centuries, it had erased so much of the wallaras' knowledge that the race reverted to a Stone Age level of technology and learning. This drew the attention of the wallaras' patron, the Immortal called the Great One.

The Great One stopped the devolution of the wallaras, leaving them frozen at their current level of development. He then laid an enchantment on the area, casting his blood over the region roughly 1,500 years ago, about the same time as the Nimmurian and Nithian conflicts. That blood became *vermeil*, and it clouded all readings of magic in the area, which greatly hindered the mages of Herath, keeping them from using divinations on their enemies and even destroying their ability to detect magical energy. The Great One's enchantment also catalyzed the other magical forces (the Nithian powers and Ixion's curse), linking all three together while altering them slightly.

Enraged, the Herathians gathered their powers and fought back. Weary from his efforts to help the wallaras and hinder the araneas, the Great One could not prevent their interference. The mages of Herath were able to confine the curses (all linked now) to a small area at the eastern edge of the coast, in the lands that would eventually become the Savage Baronies. Because the curses were confined, few people outside that area were aware of them, though from time to time a few strange creatures would come scrambling or oozing from the region.

Little was known of the curses and enchantments until the most recent wave of colonization brought more people to the area. Even then, the effects were confined to a small area, thanks to Herathian magic. About ten years ago, the people of the Savage Baronies began experimenting with *cinnabryl* and power gain. They also began referring to the combined afflictions as the Red Curse.

Finally, only a year ago, all magic in the world suddenly failed for about a week. During this time, the Herathian's capital, Belpheon, was sacked by a goblinoid horde, and the spider people's magical protections were destroyed. When magic was restored, the Red Curse was released to cover nearly the entire coastal region. Not knowing why it spread, the people of the area attributed it to the wrath of the Immortals, which they also blame for the multitude of wars that have swept the region over the past decade.

Removing the Red Curse

Whether or not the Red Curse can be lifted (in whole or in part) is, of course, left to the DM's discretion. Some DMs may wish to have this as a focus of their campaigns; others will prefer to present the Red Curse as a background condition, permanent and unremovable. Both types can benefit from a discussion concerning the difficulties involved in attempting to dispose of the Red Curse.

For one thing, the nature of the Red Curse is a linked combination of three separate enchantments. Of the three, only the Legacies and *cinnabryl* were created by mortals; the others came almost directly from Immortals. Since they are linked, removing just one piece of the puzzle would be

difficult. If the DM wishes to make it possible to remove just a part of the Red Curse, the Legacies or *cinnabryl* seem to be the place to start since they were created by mortal magic. Nonetheless, these are the most beneficial parts of the curse, and many people who stand to lose by their removal would certainly object. Additionally, both started with the Nithians, who are remembered by no mortals. Thus, seeking out their roots would be extraordinarily difficult. It would probably involve asking an Immortal, and the Immortals are unwilling to talk about the Nithians or even admit that they once existed, except under the rarest of circumstances.

If the DM wishes to allow an end to the campaign by the removal of the Red Curse, it is suggested that an epic quest lead player characters to discover the truth about the Curse's separate components. The end of the Red Curse would need to involve the Inheritors of the Savage Coast because they hold the key to much of its power. Not all Inheritors would be willing to cooperate, so some might need to be eliminated if the goal is to be reached. In addition, the removal of the Red Curse would require the cooperation of at least Ixion and the Great One, if not other Immortals as well. Reaching the Immortals and convincing them to cooperate would be, needless to say, quite difficult.

In addition to the problems of discovering the truth about the Nithians and gaining the cooperation of the Immortals, the quest to end the Red Curse would likely bring PCs into conflict with the Herathians. The spider people want to protect their secrets, but their cooperation would be necessary to reconcile with the Great One. To willingly reveal their secrets and cooperate with the Great One, the Herathians would have to change their culture greatly, risking retribution from many quarters because of their centuries of secrecy and spying.

The DM might also require the cooperation of the wallaras, which could come only from their restoration to greatness. Like the other parts of the epic quest, this task would require great magic and much perseverance.

As an alternative to removing the Red Curse, it is also possible to direct a campaign toward re-establishing its containment within the lands of the Savage Baronies. This would probably require the cooperation of the Herathians. It is something they would be quite willing to do, but Herath is inclined to move slowly and subtly to protect itself from the scrutiny of outsiders.

In short, ending even part of the Red Curse or curtailing it in any way would be very difficult. If it is to be done at all, it should take many years of the characters' lives. In fact, it might require two or more generations of heroes to accomplish the mighty task. Such a quest would likely lead some characters to achieve immortality so they could aid in its completion from the level at which the most cooperation is needed. The problems involved are great, but bringing about their solutions is the stuff of which legends are made.

The Magical Substances

As mentioned earlier, the Savage Coast is home to several inherently magical materials. Two basic magical substances are found in the region: *vermeil* and *cinnabryl*. Both are useful in several ways and can be used to create *crimson essence*, *red steel*, *steel seed*, and *smokepowder*. All are described in the following text. This material is intended as a general overview; details on certain game effects are found later in this chapter and in the "Magic" chapter. Cost and availability of the various materials are discussed in the "Equipment and Economics" chapter.

Vermeil

The most obvious nonliving manifestation of the curse is *vermeil*, a reddish dust found in the soil and air of the region. *Vermeil* is sometimes referred to as *dragon's blood*. The substance radiates magic, and since it is omnipresent along most of the Savage Coast, *detect magic* and similar spells are all but useless there (for details, see the "Magic" chapter).

Vermeil glows very slightly, enough that it can be seen in the dark, but not enough to light an area, unless in great concentration (which is rare). The presence of *vermeil* in the air causes strange effects at times, such as glowing winds. Because it is extraordinarily difficult to keep *vermeil* out of metal during processing, coins and other metal items made on the Savage Coast glow slightly and radiate the same hazy magical aura as *vermeil*.

Vermeil is unavoidably ingested by anyone living in the area, and many blame the substance for the Red Curse, even referring to affected people (those changed physically or suffering from great attribute loss) as being "tainted" or "under *vermeil*'s curse." However, ingesting the substance causes no harm, and by itself, *vermeil* has no properties other than its hazy magical radiance and those properties common to normal dust. It does not dissolve in water.

Vermeil is a necessary component of the potion *crimson essence*, as well as of *smokepowder*, both of which are described in subsequent entries. Because it is a sort of "generic" magical dust, *vermeil* is also useful as a component of various sorts of magical dusts, powders, and inks, helping other substances to hold enchantments.

Cinnabryl

Cinnabryl is a rare, slightly glowing, shiny red metal. It is smooth and feels almost slick to the touch, leaving a slight residue, reddish in color, when worn next to the skin (just as a copper bracelet leaves a green-blue residue). *Cinnabryl* does not hold an edge well but is easily shaped with hammer and heat. It has a density slightly less than that of gold and almost exactly twice that of steel.

When worn next to the skin, *cinnabryl* protects the wearer from the detrimental effects of the Red Curse. Fortunate (or wealthy) people wear jewelry of *cinnabryl* to protect themselves from the curse. The metal radiates magic and also gives off a slight reddish glow; its radiance is necessary to make *crimson essence*. A protective item made of *cinnabryl* is typically called an amulet, while one designed for the creation of *crimson essence* is called a talisman.

After being worn by a living being for a while, however, *cinnabryl*'s magic becomes depleted; it no longer protects from the curse. Strangely, the metal's weight decreases as its magic depletes, so someone able to test the material's weight and displacement (a jeweler or alchemist, for example) can determine how long a sample of the material will last before becoming fully depleted. Since its usefulness has a time limit, *cinnabryl* must be replenished periodically. Consequently, it is in great demand and hunted almost constantly. Depleted *cinnabryl* is called *red steel* (see the subsequent entry).

Cinnabryl also has effects harmful to those not suffering from *vermeil*'s curse. This keeps most people from taking *cinnabryl* away from the Savage Coast. When *cinnabryl* becomes depleted, these potentially harmful effects disappear as well. See "Effects of the Red Curse" later in this chapter for full details regarding depletion of *cinnabryl* and the substance's various effects.

Cinnabryl is found in deposits in many places along the Savage Coast, but only in that region. The deposits consist of clusters of rounded nuggets of pure *cinnabryl*. These nuggets are generally found in reddish clay, and small deposits of *steel seed* (see subsequent entry) are often found with them.

Unknown to all but the most learned of wizards and sages, *cinnabryl* is self-perpetuating while in deposits of red clay. That is, the metal produces more nuggets of itself while in that material. (The Nithians designed *cinnabryl* to be a self-replenishing supply of magical metal.) This replenishment is a slow process, and it is possible to over-mine deposits, which means the metal might someday disappear from the Savage Coast.

Red Steel

When the magical protective effects of *cinnabryl* have been completely depleted, the remaining substance is *red steel*. This is a lightweight, dull red metal (it does not glow like *cinnabryl* and *vermeil*). *Red steel* is hard without being brittle, holds an edge very well, and weighs only half as much as steel. Thus, it is in great demand for the making of weapons.

Because *red steel* is inherently magical, weapons made from it can strike creatures normally hit only by enchanted weapons, as well as those normally struck only by silver or cold iron weapons. *Red steel* also holds enchantments well, so along the Savage Coast it is the preferred base metal for magical armor, weapons, and other devices. The metal's popularity is spreading wherever it is traded, but most *red steel* remains on the Savage Coast, due to the efforts of the Inheritors.

It should be noted that *red steel* does not conduct electricity well. Thus, it is not considered a conductor for *shocking grasp* spells or similar effects (though it has no real effect against such powerful electrical forces as *lightning bolt* spells).

Armor of *red steel* can also adjust its shape when a Legacy is used. Items made of *red steel* are discussed in the "Magic" chapter, and a full description of *red steel* armor appears there.

Crimson Essence

This substance is a potion that grants Legacies to the imbiber. In most cases, the power gain is random and temporary, but some people learn how to control multiple Legacies and use *crimson essence* to possess extra Legacies permanently.

Crimson essence is a liquid medium created from *vermeil* and other substances. Once the liquid has been prepared, it is carried close to the body and bathed in the radiance of *cinnabryl* for a time. Some people create *cinnabryl* talismans with special holders for carrying their potion vials. When ready to be used, *crimson essence* glows red and sparkles with reflected light.

Creation of *crimson essence* requires two months (for an Inheritor) or six months (for anyone else). Full details can be found in the description of the Inheritor in the "Character Kits" chapter. More details on the effect of the potion are found in the "Magic" chapter.

Steel Seed

Steel seed is a silvery-red, granular substance found with deposits of *cinnabryl*. Alchemists and sages have determined that *steel seed* is *cinnabryl* that has been depleted of its magic before having been mined. These same wise folk have not determined how the substance becomes depleted, however, because it seems to be different from the organic depletion that changes *cinnabryl* to *red steel*.

In any case, *steel seed* is a somewhat hard, slightly brittle substance that radiates magic in a

manner similar to *vermeil*, but *steel seed* does not glow. It is something like crystallized *red steel*, but it cannot be forged into weapons or items as that metal can. *Steel seed* is an important component in *smokepowder* and may possibly be useful in other magical preparations. The material is found in small amounts wherever *cinnabryl* deposits are found. The only known large caches of *steel seed* are found in the *cinnabryl* mines near Smokestone City, in Cimarron County of the Savage Baronies.

Smokepowder

In the SAVAGE COAST campaign setting, *smokepowder* can be created by combining *vermeil* in a specific proportion with *steel seed*. In all other respects, *smokepowder* conforms to the description in the *DUNGEON MASTER Guide*. It can be made only by someone with the appropriate skill and materials (as detailed in the "Proficiencies" chapter). *Smokepowder* is relatively common in Cimarron County, uncommon in the other Savage Baronies and Renardy, and rare elsewhere.

Note that detonation of *smokepowder* can affect the depletion rate of *cinnabryl*. See the section on *cinnabryl* depletion later in this chapter.

Effects of the Red Curse

As mentioned, the Red Curse is actually composed of three different enchantments. The people of the Savage Coast group all effects together, believing the affliction to be a single curse (so they never refer to the "Red Curses"). However, certain terms are used for different effects of the Red Curse. This section of the rules describes each component of the effects of the Red Curse, the time factors involved, and the details of protecting oneself from the curse's detriments.

Generally speaking, the Red Curse affects only intelligent beings. However, animals and monsters have been known to acquire Legacies. Some of these suffer the detriments of the Red Curse as well. Almost all animals of the cursed lands are affected by at least the side effects of the Red Curse. See "The Campaign" chapter for notes on monsters with Legacies.

Benefits: The Legacies

The Red Curse has precisely one beneficial effect: the Legacies. Since this is always accompanied by some malign effect, the people of the Savage Coast never refer to acquisition of a Legacy as a blessing or benefit, but always as part of the curse. The name "Legacy" hearkens to the bane on these lands, for an arcane power gained is considered a legacy of the Red Curse.

The Legacy is the first effect of the curse to manifest. A Legacy is a magical, spell-like power; its use is essentially automatic, but limited, for the user. Legacies are usually directly beneficial to the user but can sometimes be used to aid another. Further discussion and description of these Legacies appear later in this chapter.

Detriments: Loss and Change

After a person acquires a Legacy, he begins to lose points from a particular ability score, such as Constitution or Intelligence. The precise number of points lost is variable; the DM should roll 2d4 to determine how many are lost (note that wearing *cinnabryl* prevents most of this loss). The ability score affected is dependent on the exact Legacy acquired, and is usually more or less the opposite of the arcane power gained. For example, a character who gains a Legacy of Strength loses points from the Intelligence score.

In addition to the ability loss, the character receives another detrimental effect related to the Legacy acquired. In most cases, this is a physical deformation. For example, characters with a Legacy of Armor might grow ugly and uncomfortable scales over their skin.

An individual who suffers ability loss and physical change is referred to as an Afflicted.

Side Effect: Coloring Change

People living in the cursed lands gradually acquire a red tint to their skin and hair. For humans and humanoids, this reddening begins well before adulthood in the Savage Baronies, approximately at adulthood in other lands. The reptilian races, turtles and lizard kin, first manifest redness around the edges of their scales, or in webbed lines through their skin or shells. Furred races like rakastas and lupins gain a red tint to the ends of their hair strands. The winged races—*ee'aar* and *enduks*—redden first at the tips of their feathers.

In all cases, the coloring spreads, eventually causing the whole body to appear red if the character lives long enough. After the initial reddening described above, hair usually colors next, with that on the head acquiring a deep red tint after some time. The exact rate varies, though the rate of spread is rather slow for *ee'aar*, *enduks*, *gurrash*, and *caymas*; it might take several years for a character of one of these races to acquire red skin, scales, or fur, and they might never get red hair. People of Herath, Renardy, Bellayne, and Shazak redden slightly quicker but never acquire a complete reddish cast. Thus, it might take two to five years for a lupin's coat to turn red, but the color would be limited to

the tips of individual strands. In Eusdrians, the skin tone changes little, but a Eusdrian's hair turns a fiery crimson rather quickly, usually over the course of a few months. Wallaras never show any sign of coloring at all.

Table 13.1: INITIAL LEGACIES BY REGION

1d20	Region 1	Region 2	Region 3	Region 4
1	Aid	Animal Form	All-Around Vision	Acid Touch
2	Amber Paralysis	Anti-Poison	Anti-Missile	Animate
3	Armor	Bite	Ball of Fire	Blend
4	Burn	Breathe Water	Craft Item	Clairvoyance
5	Charm	Chill	Cure	Climb
6	Create Liquid	Crimson Fire	Disintegrate	Dexterity
7	Detonate	Digging	Displace	Disguise
8	Fight	Disrupt	Find	Duplicate
9	Grow	Entangle	Float	Feel Magic
10	Light	Farsight	Fog	Missile
11	Luck	Fly	Gas Breath	Phantasm
12	Proficiency	Meld	Gaseous Form	Poison
13	Projectile	Plant Form	Hypnosis	Red Steel
14	Senses	Red Shield	Leap	Reflect
15	Sight	Repel Metal	Phase	Regenerate
16	Speed	Shape Stone	Separation	Silence
17	Swim	Sleep	Shock	Spell Shield
18	War Cry	Spikes	Shoot	Unlock
19	Weapon Hand	Strength	Shrink	Weaken
20	Wind	Temperature	Translate	Webcasting

The people of the Savage Baronies start coloring early, and the process continues rather rapidly. Eventually they acquire a deep, reddish tone to their skin, while their hair often appears to be the dark, blackish-red color of dried blood.

The acquisition of Legacies accelerates this reddening process. A person colors relatively quickly when a Legacy becomes enabled, often serving as a clue that the person has gained the power. In addition, an individual who has acquired a Legacy receives an additional side effect: They begin radiating a slight magical aura. Even those who gain the detrimental effects of the curse but do not gain a Legacy (as with ee'aar, enduks, araneas, and wallaras) acquire this aura. The basic effect of this magical aura is that it befuddles most detection spells (as detailed in the "Magic" chapter). The more Legacies a character gains, the greater the aura.

Characters not native to the cursed lands begin the reddening process when they acquire a Legacy, which gives them a clue as to what is happening to them. Non-natives never color completely, even if they manage to become Inheritors with several Legacies.

The exact amount of coloring a character endures is left to the DM and the player. This should be something of a role-playing choice, influenced by the character's origin and how the player wants the character to look.

Manifestation of Effects

The following text describes the Red Curse's effects on a person not protected by *cinnabryl*.

For natives, the reddening of skin and hair is typically the first thing to manifest, starting well before the character reaches adulthood, particularly in the Savage Baronies. For all characters, the base starting age (given in Chapter 2 of the *PHB* or in the "Player Characters" chapter in this book) can be considered the approximate age of adulthood though most races mature slightly sooner than that.

Most people gain a Legacy when they reach maturity; some develop earlier, while a few gain the power later. Despite what any sage or church might claim about fate, a person's Legacy is essentially random, though related people tend to have related Legacies, and some Legacies are more common in certain regions. In some very small villages, virtually all the people have the same Legacy. The Legacies of the character's relatives and neighbors should influence the choice of the character's initial Legacy. If these are not known, the player should roll 1d20 and consult **Table 13.1** and the map of Legacy regions. The map shows numbered regions, and the table identifies Legacies by those same numbers. In the column numbered for the region in which the character resides, find the Legacy on the same row as the number rolled on 1d20.

People who travel into a cursed area after reaching maturity also gain a Legacy unless they belong to a race that does not acquire initial Legacies (araneas for PCs, ee'aar, enduks, and wallaras for

NPCs). Non-natives are completely unaffected for a number of days equal to their Constitution score; one day later, the Legacy manifests. As with native characters, the player of a non-native should roll 1d20 and consult **Table 13.1** to determine which Legacy is acquired.

The first indications of the manifestation of a Legacy, in both natives and non-natives, are increased reddening of the person's skin or hair, a tingling in the extremities, and a subdued sense of euphoria and power. This "Time of Grace" lasts for about a week (1d4+5 days), during which time the person can activate the Legacy once per day. Natives are well acquainted with the symptoms and know that Legacies are activated by force of will. They immediately seek to obtain *cinnabryl* (see the following section). A non-native will not automatically understand what is happening and might need to consult a local. Still, the Legacy might be activated in times of stress if the DM deems it appropriate. For example, a non-native whose Legacy has manifested might unconsciously activate it when threatened by a monster. This would certainly be a clue that something strange has happened to the character.

After the Time of Grace, the Legacy becomes fully enabled, and the user can activate it the standard three times per day. This coincides with the beginning of the "Time of Loss," which lasts for 2d4 days. Each day, the person loses one point from the ability listed for the Legacy acquired. If any ability score other than Charisma drops to a score of 0 or below, the character dies. A Charisma of 0 or less simply means that deformation has rendered the character extremely ugly.

After the Time of Loss, the "Time of Change" begins. It is during this period that the physical detriments of the curse manifest. In most cases, the body of the affected individual begins to change in some way. As with the ability loss, this physical change depends on the exact Legacy gained and is detailed with the description of the Legacy. The Time of Change lasts about a week (1d6+4 days), during which time the body of the affected person transforms slowly. If the person has a Legacy that does not cause a physical transformation, the other detriment(s) begin to slowly occur over this period of time.

Those races who do not gain an initial Legacy still go through the rest of the process—the Time of Grace, the Time of Loss, and the Time of Change. As indicated, they do not actually gain a Legacy. However, the DM does determine which Legacy the person would have gained; this dictates the ability affected during the Time of Loss and the physical transformation that takes place during the Time of Change.

Those individuals who have suffered ability loss and physical transformation are referred to as the "Afflicted." Afflicted are considered hideous mutations; they are hunted and destroyed by some people, though their friends might try to obtain *cinnabryl* to reverse the effects.

Protection: *Cinnabryl*

When a person's Legacy first manifests, the individual has a few days to obtain a *cinnabryl* amulet to hold off the detrimental effects. The amulet should remain in contact with the person, which means either touching the skin or separated from it by no more than a thin layer of cloth.

People who do not obtain *cinnabryl* deteriorate slowly, as detailed in the previous text. If they begin wearing *cinnabryl* during the Time of Grace, they lose only one point from the designated ability score, shortening the Time of Loss to one day, but this ability loss is permanent. An individual wearing *cinnabryl* from the beginning does not go through the Time of Change.

Cinnabryl can also counteract detrimental effects that have already occurred, provided not too much time has passed. If a person begins wearing *cinnabryl* after the first day of the Time of Loss, the loss of ability score points is halted. The process of loss is reversed, and the character regains ability score points until only 1 point below the original score.

Regardless of when a character begins wearing *cinnabryl*, 1 point is always permanently lost from the ability score. The loss of that point cannot be reversed by *cinnabryl*.

If an individual begins wearing *cinnabryl* during the Time of Change, the progress of the transformation halts immediately. Regardless of how long the character has been changing, the time required to reverse the change is 1d6+4 days. The transformation is slow and rather painful.

If the character stops wearing *cinnabryl* for a time, the detrimental effects of the curse can occur again. A new Time of Grace begins, lasting only one day, after which the Time of Loss and the Time of Change begin, occurring simultaneously. At such a time, the affected person loses the full 8 points from the designated ability score, a process that requires eight days. The transformation requires the same amount of time, and is quite painful. As with the standard Time of Loss, a character can die (or become exceptionally ugly) because of ability score loss. During this combined Time of Loss and Change, the process can be stopped if the character begins wearing *cinnabryl*. As with the other times when *cinnabryl* is worn, the process of loss and change stop immediately. However, after this discontinuation follows a period of stasis; the character remains at the ability score as adjusted and in the state of transformation reached for a period of 2d4 days. After this, reversal begins. The ability score returns at a rate of 1 point per day, again until the character's ability is 1 point below the original score. The reversal of the transformation takes longer, 2d4+6 days.

If the processes of loss and change are ever completed, the person is considered fully Afflicted,

and special measures must be taken for restoration. See the following section on "Recovery from Affliction."

Everyone with any common sense considers it important to wear *cinnabryl* from the moment the effects of the Red Curse are first detected. Naturally, this makes *cinnabryl* a valued commodity. Most people wear an amulet of *cinnabryl*, simply a piece of jewelry designed to place *cinnabryl* near the skin. Inheritors wear *cinnabryl* talismans, amulets designed to hold a vial for production of *crimson essence*.

Someone who has been affected by the Red Curse, acquiring a Legacy and suffering the loss of an ability point but using *cinnabryl* to hold off further change, is considered "Tainted" or "Balanced." The former term is used mostly by the common folk, the latter by Inheritors.

Depletion of *Cinnabryl*

Whenever *cinnabryl* is worn next to the skin, its magical properties become depleted. One ounce of the material will deplete in a week (seven days), so if an amulet weighing eight ounces is worn, its power drains in eight weeks. It is the amount worn that is important, rather than the number of items worn. A character wearing two bracelets of *cinnabryl*, each weighing eight ounces, is protected for 16 weeks. Both items are depleted equally, so if the person removes the bracelets after wearing them together for eight weeks, each would be good for four weeks alone. Since the depletion rate of *cinnabryl* is so vital to the people, they tend to wear one item at a time, usually an eight-ounce item that has been tested and is guaranteed for eight weeks, or a one-pound item guaranteed for 16 weeks.

Note that the weights mentioned here are for *cinnabryl* that has not been depleted. As mentioned previously, the substance's weight decreases as its power diminishes. The actual weight of *cinnabryl*, compared with its mass, indicates how long the *cinnabryl* item will last. This testing of a *cinnabryl* item can be performed by jewelers, alchemists, smiths, and some merchants and traders. A player character can learn to test *cinnabryl* without the expenditure of a proficiency slot, but scales and a marked container for water are required, as is knowledge of the simple equation for the test. Only a truly nasty person would mislead another as to the time a *cinnabryl* amulet can be expected to last, but such a thing has been known to happen.

Note that detonation of *smokepowder* can increase the depletion rate of *cinnabryl*. Fortunately for most people, this affects only *cinnabryl* worn by Inheritors, due to the odd interaction between the magical substances and the Inheritors' bodies, which have been imbued with the magic of multiple Legacies. A *smokepowder* explosion within two feet of an Inheritor causes the instant depletion of a week's worth of *cinnabryl*. The amount of *smokepowder* that explodes does not matter, as long as it is at least enough to propel a bullet from a wheellock pistol (about one ounce).

If the character is not carrying at least a week's worth of *cinnabryl*, the amount carried is instantly depleted, and any time left over is applied to the Time of Loss and Change (as detailed previously under "Manifestation of Effects") as if the character had stopped wearing *cinnabryl*. Thus, an Inheritor caught by a *smokepowder* explosion while wearing less than an ounce of *cinnabryl* will experience perhaps several days' worth of the Time of Loss and Change, all in a few seconds. Because of this, and the pronounced effects of *cinnabryl* deprivation, Inheritors try not to allow themselves to be caught wearing less than an ounce of the metal.

Recovery from Affliction

Some people become fully Afflicted, either from never wearing *cinnabryl* or from ceasing to wear it. To become fully Afflicted, an individual must complete both the loss and the change. After this occurs, reversing the detrimental effects of the Red Curse becomes very difficult. Though the *remove curse* spell normally has little effect on the Red Curse (see the "Magic" chapter), it is vital in helping an Afflicted recover. The Afflicted must be the recipient of a *remove curse* spell; the spell does nothing more than make it possible for *cinnabryl* to be used to reverse the condition. The Afflicted must begin wearing *cinnabryl* immediately after the *remove curse* is cast.

During the first week thereafter, nothing happens (except that the *cinnabryl* depletes at the normal rate). At the end of that week, the Afflicted recovers 1 point lost from an ability score. The character then continues to recover lost points at a rate of 1 point every third day.

Once the ability scores have returned to normal (that is, one point below what they were when the character was originally created), the Afflicted must receive another *remove curse* spell. This causes the character's physical transformation or other detrimental effect to begin reversing itself. The character must make a system shock roll. If this roll fails, the character can never recover any further and must permanently suffer the effects of the physical change, but if the roll succeeds, the individual's transformation reverses in a process taking 2d4 weeks. The reversal process is very painful and actually causes damage to the character, at a rate of 1d4 hit points per day. Thus, the recovering character will probably require a few healing spells during this period. Natural healing occurs at the normal rate, and the healing proficiency helps as is standard.

A Cure?

As discussed, *cinnabryl* can protect people from the worst effects of the Red Curse and can even reverse some of these effects. However, no complete cure exists for the Red Curse, only prevention and continuous treatment. It is possible, though more dangerous, to come closer to a cure by leaving the cursed lands and going beyond the safety of the Haze.

Leaving the Area

It is dangerous for a character to leave the Savage Coast after being affected by the Red Curse. Once a person leaves the lands marked by *vermeil*, nothing unusual happens for a number of days equal to the character's Constitution. However, at the end of this period, the character suffers the loss of any and all Legacies. When this occurs, the Legacy or Legacies activate automatically. Each activation has its maximum effect and duration. After one finishes, the next begins, until the character has used each of his Legacies the maximum number of times allowed. In this fashion, the Legacies "burn out" of the character's system.

After all the Legacies have run their course, the character must make a successful system shock roll. If this roll is successful, nothing else happens, but if it fails, the character loses all but 1 hit point and immediately falls unconscious for 1d4 hours. No healing magic less powerful than a *heal* spell can help the character during this time.

An Afflicted who leaves the cursed lands regains lost ability points at the rate of 1 point per day (though the initial point lost is still not regained). If the character has undergone physical transformation, this condition is not reversed. However, when the character is outside the cursed area, a *remove curse* spell cast by a 9th-level priest or a 10th-level wizard can restore the individual's body to its natural state. If the detriment was something other than a physical transformation, the effect ceases when the Legacy is lost. The red tint the character acquired while in the lands of the Savage Coast gradually declines over the course of the next year, leaving the character's hair and skin their original colors.

Any character who wears *cinnabryl* after leaving the cursed lands suffers the loss of 1 point of Constitution per day. This condition is often referred to as the "red blight." It continues until all Constitution has been lost (at which point the character dies), until the *cinnabryl* depletes completely, or until the individual stops wearing the *cinnabryl*.

If characters such as this ever go back to the Savage Coast, they are considered non-native persons entering the region for the first time in regard to the time until the Red Curse takes effect again. Legacies possessed before are not automatically regained. If a character remains in the lands long enough to gain a Legacy, he has a 50% chance of obtaining the same Legacy as was initially possessed and a 50% chance of obtaining something else entirely. In either case, the manifestation of symptoms follows the usual course, including the permanent loss of another point from an ability score.

The Haze

Not all of the red lands are visited by the Red Curse. *Vermeil* extends beyond the cursed lands into the area known as the Haze, eventually fading out completely. The City-States, Hule, Yavdlom, The Arm of the Immortals, most of Orc's Head Peninsula, and several miles of water all around the coast lie within the Haze.

The Haze creates a type of buffer zone around the cursed lands. Both those with Legacies and Afflictions and those from other lands can enter the Haze without danger. Those with Legacies do not run the risk of losing these powers or suffering from the "red blight." People from other places should be wary, because though they will not become Afflicted or gain a Legacy by entering the Haze, they will not know where the actual borders of the Red Curse begin and could wander into a cursed area accidentally.

Because the red coloring reaches beyond the cursed areas, it is almost impossible to detect exactly where the Red Curse actually begins. To make things more complicated, some even say that the Red Curse shifts periodically, places that were once thought safe suddenly becoming cursed. This is a great way to get non-native characters involved in a SAVAGE COAST Campaign.

The Legacies

As mentioned, the sole beneficial effect of the Red Curse is to grant magical powers, or Legacies, to nearly every intelligent living being that enters the cursed area. These powers draw on the same energies as wizard magic. The only PC race whose members do not gain Legacies automatically are araneas. Even Yazi goblinoids are assumed to suffer all the effects of the Red Curse. Some tribes consist only of Afflicted, while others are able to obtain *cinnabryl* to protect themselves.

Members of any PC race can choose to become Inheritors, pursuing a life path that will grant them more Legacies. For a full description of the Inheritors, see the "Character Kits" chapter. Some

clarifications regarding rules are provided there.

Table 13.2: LEGACY REFERENCE LIST

Legacy (Region/Ability)	Related Legacies
Acid Touch (4/Cha)	Gas Breath, Poison, Weapon Hand
Aid (1/Int)	Anti-Poison, Fight, Regenerate
All-Around Vision (3/Str)	Clairvoyance, Reflect, Silence
Amber Paralysis (1/Dex)	Animate, Armor, Chill
Animal Form (2/Cha)	Grow, Plant Form, Webcasting
Animate (4/Wis)	Amber Paralysis, Separation, Stone Shape
Anti-Missile (3/Wis)	Fly, Projectile, Shoot
Anti-Poison (2/Cha)	Aid, Cure, Poison
Armor (1/Cha)	Amber Paralysis, Spell Shield, Weapon Hand
Ball of Fire (3/Str)	Burn, Create Liquid, Spell Shield
Bite (2/Int)	Poison, Weapon Hand, Webcasting
Blend (4/Con)	Disguise, Phase, Silence
Breathe Water (2/Con)	Create Liquid, Sight, Swim
Burn (1/Str)	Ball of Fire, Chill, Shock
Charm (1/Con)	Hypnosis, Luck, Translate
Chill (2/Con)	Amber Paralysis, Burn, Temperature
Clairvoyance (4/Dex)	All-Around Vision, Disguise, Find
Climb (4/Wis)	Entangle, Find, Leap
Craft Item (3/Con)	Disintegrate, Proficiency, Red Steel
Create Liquid (1/Str)	Ball of Fire, Breathe Water, Wind
Crimson Fire (2/Str)	Light, Missile, Red Shield
Cure (3/Dex)	Anti-Poison, Disintegrate, Regenerate
Detonate (1/Wis)	Digging, Displace, Spikes
Dexterity (4/Wis)	Disguise, Strength, Unlock
Digging (2/Int)	Detonate, Shape Stone, Swim
Disguise (4/Wis)	Blend, Clairvoyance, Dexterity
Disintegrate (3/Con)	Craft Item, Cure, Phase
Displace (3/Int)	Detonate, Duplicate, Separation
Disrupt (2/Dex)	Regenerate, War Cry, Weaken
Duplicate (4/Str)	Displace, Phantasm, Plant Form
Entangle (2/Int)	Climb, Spikes, Weaken
Farsight (2/Str)	Fly, Luck, Sight
Feel Magic (4/Str)	Find, Phase, Red Steel
Fight (1/Int)	Aid, Shoot, War Cry
Find (3/Dex)	Clairvoyance, Climb, Feel Magic
Float (3/Dex)	Fog, Webcasting, Wind
Fly (2/Wis)	Anti-Missile, Farsight, Missile
Fog (3/Con)	Float, Gaseous Form, Temperature
Gas Breath (3/Cha)	Acid Touch, Gaseous Form, Sleep

Legacy (Region/Ability)	Related Legacies
Gaseous Form (3/Con)	Fog, Gas Breath, Wind
Grow (1/Cha)	Animal Form, Shrink, Spell Shield
Hypnosis (3/Dex)	Charm, Phantasm, Sleep
Leap (3/Int)	Climb, Luck, Speed
Light (1/Dex)	Crimson Fire, Phantasm, Temperature
Luck (1/Any)	Charm, Farsight, Leap
Meld (2/Cha)	Separation, Shape Stone, Shrink
Missile (4/Con)	Crimson Fire, Fly, Reflect
Phantasm (4/Con)	Duplicate, Hypnosis, Light
Phase (3/Int)	Blend, Disintegrate, Feel Magic
Plant Form (2/Dex)	Animal Form, Duplicate, Shrink
Poison (4/Cha)	Acid Touch, Anti-Poison, Bite
Proficiency (1/Any)	Craft Item, Senses, Unlock
Projectile (1/Wis)	Anti-Missile, Shoot, Spikes
Red Shield (2/Con)	Crimson Fire, Red Steel, Shock
Red Steel (4/Dex)	Craft Item, Feel Magic, Red Shield
Reflect (4/Int)	All-Around Vision, Missile, Repel Metal
Regenerate (4/Cha)	Aid, Cure, Disrupt
Repel Metal (2/Int)	Reflect, Shock, Unlock
Senses (1/Str)	Proficiency, Sight, Translate
Separation (3/Cha)	Animate, Displace, Meld
Shape Stone (2/Wis)	Animate, Digging, Meld
Shock (3/Str)	Burn, Red Shield, Repel Metal
Shoot (3/Wis)	Anti-Missile, Fight, Projectile
Shrink (3/Cha)	Grow, Meld, Plant Form
Sight (1/Con)	Breathe Water, Farsight, Senses
Silence (4/Int)	All-Around Vision, Blend, Sleep
Sleep (2/Cha)	Gas Breath, Hypnosis, Silence
Speed (1/Wis)	Leap, Strength, Swim
Spell Shield (4/Str)	Armor, Ball of Fire, Grow
Spikes (2/Cha)	Detonate, Entangle, Projectile
Strength (2/Int)	Dexterity, Speed, Weaken
Swim (1/Int)	Breathe Water, Digging, Speed
Temperature (2/Dex)	Chill, Fog, Light
Translate (3/Str)	Charm, Senses, War Cry
Unlock (4/Wis)	Dexterity, Proficiency, Repel Metal
War Cry (1/Wis)	Disrupt, Fight, Translate
Weaken (4/Con)	Disrupt, Entangle, Strength
Weapon Hand (1/Int)	Acid Touch, Armor, Bite
Webcasting (4/Str)	Animal Form, Bite, Float
Wind (1/Con)	Create Liquid, Float, Gaseous Form

Inheritors: Multiple Legacies

For most people, gaining a single Legacy and acquiring *cinnabryl* for protection is the end of the process. Inheritors, however, study the Legacies and learn to channel more magical energy, gaining multiple Legacies.

An Inheritor's initial Legacy is gained in the same manner as that acquired by anyone else. As with most abilities, the extra Legacies are gained according to character level. Inheritors acquire a second Legacy when they are initiated at 1st level. They use *crimson essence* to gain an additional Legacy every third level thereafter. Just as a wizard must achieve 3rd level in order to cast 2nd-level spells, so must the Inheritor reach 3rd level before gaining another Legacy; it is a matter of learning to control the energies. As explained in the "Magic" chapter, *crimson essence* normally grants a Legacy only temporarily, but the Inheritor learns to focus the magic of the potion.

Whenever the Inheritor drinks *crimson essence*, the new Legacy is fully enabled immediately. At the same time, the Inheritor loses the 1 point from the designated ability score. This assumes that the character is wearing *cinnabryl* when *crimson essence* is consumed. If this is not the case, the character will go through the remainder of the Time of Loss, as well as the Time of Change, as normal. At the same time, however, the Inheritor will suffer from the effects of *cinnabryl* deprivation because of previously gained Legacies.

For Inheritors, wearing *cinnabryl* is a must, because the detrimental effects of the curse are

cumulative for each Legacy. Note that when an Inheritor suffers *cinnabryl* deprivation, the loss of ability scores occurs simultaneously. If the character has Legacies that cause a loss of different abilities, 1 point is lost from each ability each day. If the Inheritor has two Legacies that cause a loss from the same ability score, the character loses 2 points per day. Likewise, all physical changes occur concurrently.

However, during a recovery period, each physical transformation is considered separately; thus, one must be reversed before another can start. Similarly, the character recovers only 1 ability point per day, not 1 point per ability per day. Therefore, a character who has lost 4 points from Intelligence, and 7 from Constitution, recovers either Intelligence or Constitution each day until all points are regained at the end of 11 days.

Because of their extreme sensitivity to *cinnabryl* deprivation, Inheritors are particularly careful to maintain their supplies of the metal. They have even developed special societies, the Inheritor Orders, to control the flow of *cinnabryl*.

When subsequent Legacies are gained, the Inheritor has some freedom of choice as to which are acquired. Each Legacy is related to certain others; for instance, the Burn Legacy is related to the Chill Legacy. The Inheritor can choose to roll a Legacy randomly, according to the region inhabited at the time, or can choose any Legacy related to the one he already has. For example, someone with the Burn Legacy could roll randomly or choose to gain the Chill Legacy. The character can choose a Legacy related to any of those he already possesses. Related Legacies are listed in **Table 13.2**.

At the DM's option, the character could also choose to increase a Legacy already possessed. This would do one of the following: increase the duration of each use of the Legacy; increase the damage inflicted by each use; or double the number of times the character can use the Legacy each day. Still, choosing the same Legacy twice is allowed only if the DM agrees.

Using Legacies

For the most part, the use of a Legacy is automatic; the character wills it to happen, and it does. The character never has to make an ability check to use the Legacy, nor is any expenditure of points required. However, a Legacy can be used only three times each day, and the exact effects, such as duration or damage, are often based on the character's level. The character can activate up to one Legacy per round. In regard to initiative, all Legacies are treated as if they were spells with a casting time of 1. Their use can be disrupted, as per spell disruption, only if a character is hit in exactly the same initiative segment as he attempts to activate a Legacy. Unless otherwise specified, a Legacy must be used immediately once it is activated. If desired, however, the caster of a Legacy can end its effects before the duration expires.

Most Legacies cause no change in the user's body, but a few require temporary changes. For example, to use Amber Paralysis, the character need simply concentrate, but using Entangle requires that the user's hair or fingers grow and move to entangle an enemy.

The Afflicted suffer the physical effects of their Legacies all the time. However, this does not enable them to use the ability all the time. For example, an Afflicted might grow wings as a result of acquiring the Fly Legacy. Most of the time, the wings would just get in the way and be a hindrance. Three times per day, however, the character could activate the Legacy and use the wings to Fly.

Most Legacies do not allow their victims a saving throw, because their use requires an attack roll or some other check on the part of the user. If a saving throw is possible against the effects of a Legacy, it is mentioned in the description. Also, attack forms gained from Legacies automatically grant proficiency whenever the Legacy is active. For instance, an activated Bite Legacy gives the character a temporary bite proficiency.

Magic and the Legacies

For the most part, Legacies are treated exactly like spells. The *detect magic* and *dispel magic* spells react with Legacies as if they were spells (refer to the "Magic" chapter for details). The *remove curse* spell has no special effect on individual Legacies. Since Legacies are like spells, their effects and restrictions are quite similar. For instance, elves are 90% immune to the *sleep* spell, so they are 90% immune to the Sleep Legacy. The descriptions below note occasions when Legacies are treated differently from spells. If no such note exists, it is safe to assume that the Legacy acts like similar spells.

Legacies in the Campaign

These powers could throw off the balance of a campaign, especially if characters with Legacies are exported to campaigns outside the region. Steps have been taken to keep the Legacies within the SAVAGE COAST Campaign, as noted previously under "Leaving the Area."

However, even in the campaign that takes place solely on the Savage Coast, problems can arise. Fortunately, the area has many balancing factors (firearms, Beast Riders, special racial abilities, and so forth). The DM must keep in mind the power of Legacies and compensate for them when

necessary.

This is not to say, of course, that the DM should make the Legacies useless in adventures. If a certain character has the Legacy Sight, which allows detection of invisible beings, the DM might be tempted not to use invisible people or items, but this would be overcompensation. Naturally, players want to use any interesting powers and abilities their characters possess, and they will feel cheated in situations that make those abilities useless. Instead of eliminating invisible foes in order to balance the power of the Sight Legacy, the DM should use them wisely. For instance, providing an opponent that only one person can actually see might put that character in a leadership position, directing others to attack. It might even make other characters assume that a character who sees "invisible beings" must be insane. Also, keep in mind that most of the character's opponents would not know the character's Legacy, so they would have no reason to avoid using invisibility. Once they do find out, they will likely target the character who can see them. It is perfectly reasonable to allow monsters to use Legacies as well, providing the occasional fire-breathing centipede or flying owlbear for variety.

Characters with Legacies are common in the cursed lands. They draw very little attention in the Savage Baronies, slightly more in other areas. The Afflicted are also relatively common, especially among the poor of the land. Afflicted have villages and enclaves in Renardy and the Savage Baronies, though they seldom gather together in other nations. Most of the Tainted (or Balanced) are adventurers, nobility, or wealthy merchants. This inspires many people to become adventurers and seek wealth, so the Red Curse is largely responsible for the Savage Coast's high incidence of adventuring parties.

Individuals with Legacies are treated like normal people, because in the cursed lands, they are the normal people. Afflicted are generally shunned, though people with light Afflictions (minimal attribute loss and minor physical changes) may be treated well.

People with spiderlike deformations are often met with fear or pity. They are felt to be especially cursed because they remind people of the araneas, who are sort of universal "bogeymen" along the Savage Coast.

Legacy Descriptions

Following are details on each of the 80 Legacies. The DM should feel free to add other Legacies of similar power. However, before creating new Legacies, give some thought to what the new powers do. Each Legacy gives its user some kind of an advantage. The DM should strive to avoid new Legacies that closely duplicate existing ones.

Each description contains several components. First, the ability score affected with acquisition of the Legacy is noted (this is also abbreviated in the reference list, **Table 13.2**). Note that even if the character uses *cinnabryl*, 1 point is lost permanently. If the character does not use *cinnabryl*, or runs out, as many as 8 points can be lost (though all but 1 point can be regained later). If the ability score is listed as "Player's Choice," the player can choose a single ability to be affected by acquisition of the Legacy; this choice cannot be changed later.

Next, the durations of the Legacies are given. Following the duration is a description of the effects of the Legacy, including damage, area of effect, and range. Most of these are based on the character's level. Hit Dice can be used in place of level, and a being is always considered to be at least 1st level, even if it has only 1 hit point or 1/2 Hit Die. Remember that each Legacy can be used three times each day. In Legacy descriptions, "caster" is used to describe the character using the Legacy.

Finally, the Legacy's detriments are listed. In most cases, these are physical transformations that occur in characters who do not use *cinnabryl*. Some Legacies have more than one possible detrimental effect, and even those with only a single effect have slight variations. The DM is encouraged to be creative with these changes, as long as they make some amount of sense with the Legacy given. Keep in mind that a detriment does not grant use of the Legacy all the time. For instance, a person with the Breath Water Legacy who grows gills can still only use them to breathe water three times per day. The rest of the time, the physical change is simply an odd deformation (armored skin remains soft and pliable except when activated, spikes are malleable, tentacles have no strength, etc.).

Other than causing an individual to appear strange, the change should not cause too much of a hindrance, unless otherwise specified. For example, the Fly Legacy can cause its user to grow wings. Though these are somewhat clumsy and get in the way, they should not have any real game effect. The exception to this guideline is this: Since most of the changes are rather hideous, the DM is free to assess a Charisma penalty for someone who has changed.

Acid Touch

Ability Score: Charisma

Duration: Instantaneous

Description: The character produces acid from the hands or mouth. Once the source of the acid is chosen, it cannot be changed. The acid does no harm to the caster but causes damage to an opponent if the caster makes a successful attack roll. After the Legacy dissipates, the acid again becomes inactive.

The amount of damage is 1d4 plus 1 hit point per level of the caster. The acid affects plants and animal flesh only, whether that material is living or dead. It does not affect metal or stone. Thus, an attack that does not cause damage to an opponent might adversely affect that opponent's clothing.

Detriment: The character constantly secretes a brownish, slightly acidic liquid from the hands or mouth. The secretion slowly dissolves any plant or animal material that it contacts (such as a cotton tabard or leather gloves). It also causes an inflammation where it touches the caster's flesh. Unless the use activates the Legacy, the acid is too weak for use as an attack.

Aid

Ability Score: Intelligence

Duration: 1 round/level

Description: The caster can bestow a bonus of a number of hit points equal to his level. The bonus can be given to the caster or to another character and must be given by touch. It enables the recipient to have more hit points than his full normal total. The bonus hit points are lost first if the recipient takes damage and cannot be regained with curative magic.

Detriment: The character sprouts small, rounded lumps, about an inch in diameter, usually on the face and hands. The more hit points that the character can bestow, the more lumps that appear.

All-Around Vision

Ability Score: Strength

Duration: 1 round/level

Description: With activation, the character sprouts an extra eye at each temple and two in the back of the head. These eyes do not have sharp vision, but they can detect movement and distance. Thus, they cannot be used to search or examine something, but could be used to detect an opponent. All-Around Vision helps a character notice backstabs and allows the individual to apply any Dexterity bonus to rear Armor Class, assuming conditions allow movement.

These extra eyes can be blocked in normal ways. If a character normally has infravision, so do the extra eyes. Other sight-related spells and Legacies can operate through the additional eyes.

Detriment: The character sprouts extra eyes, two at the temples, and two in the back of the head. On occasion, eyes appear in other places, such as the chest, arms, and hands. All these other eyes are useless, transmitting no sight to the caster. They tend to move about on their own, as if glancing around.

Amber Paralysis

Ability Score: Dexterity

Duration: 2 rounds/level

Description: The character can use this Legacy to paralyze one individual who is within 10 yards of the caster. The target is allowed to make a saving throw vs. paralysis to avoid the effects, but the saving throw is penalized by -1 per each three levels of the caster (-1 for 1st-3rd level, -2 for 4th-6th, etc.). If the saving throw fails, the recipient is encased within a hard, red, amberlike shell about a quarter of an inch thick. Possessions are encased as well.

The victim is held completely immobile for the duration. All bodily functions cease without harm to the victim. The shell cannot be penetrated by gas or liquid, and has AC 0 against attacks. Missiles from the *magic missile* spell or the Missile Legacy can penetrate the shell, and a *disintegrate* spell will dissolve it—and probably the person inside as well. The Disintegrate Legacy can dissolve portions of the shell. Amber Paralysis can be used beneficially, to protect someone from physical attack or to keep the recipient from bleeding or breathing poisonous gas. Successful attacks made on the paralyzed individual cause normal damage.

Detriment: The caster is encased in a paper-thin, slightly glistening, red shell. The shell provides no protection and does not hinder movement or breathing. It does cover the caster's eyes, causing the world to appear red. It also covers the caster's mouth, so that a hole must be made for eating. The caster's voice is muffled when no hole is made, but sufficient air passes through the shell for the character to breathe; hearing is also impaired. Any holes made in the shell regenerate in a matter of minutes (1d4 rounds).

Animal Form

Ability Score: Charisma

Duration: 2 rounds/level

Description: The caster can assume the form of one living animal of approximately the same mass. This form can be that of a normal animal, a smaller form of a huge animal, or a larger form of a tiny animal. The animal can have any characteristics the caster wishes. For example, a caster might choose the form of a wolf with a ragged left ear so he can be identified by companions. Alternately, the caster could choose the form of a 200-pound mouse with hands for spellcasting. Whatever form the caster chooses when the Legacy is first gained, that is the only shape available from then on. The caster gains the creature's mode of locomotion and breathing, but not any other abilities (attack, magic, special movement, etc.).

No system shock roll is required for this change, and the caster retains his personality and mentality, as well as any other abilities that can be used in the other form. When the Legacy is activated, the caster's equipment melds into the new shape. As long as the shape has a mouth, the caster can speak while in animal form. Other Legacies can be used while the caster is in animal form, but spells can be cast only if the form allows completion of the appropriate verbal and somatic components.

Detriment: The character transforms into the form, completely or partially, staying that way as long as he remains one of the Afflicted.

Animate

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster can animate a single item composed of any non-magical material weighing less than 10 pounds. It is not possible to animate only part of a larger object. To be animated, the item must be touched, and it must remain within 10 yards of the caster. Attempting to animate an object in someone's possession grants that person a saving throw vs. spell to prevent the Legacy's effect.

The item moves as appropriate—a rug slithers, a jar rolls, an arrow flies, a sword might balance on its pommel and strike, etc. Movement rate for the object is 6, and it can attack once per round. If the item is a weapon, it causes normal damage for its type with no bonuses for Strength or magic. Other objects cause 1d6 points of damage. Animated items have AC 5, and they can take damage equal to twice the caster's level before being rendered immobile.

Detriment: The character suffers little physical change but acquires numerous nervous habits. He is in constant motion, rubbing his hands together, brushing dust from his clothing, etc. The character's hair (or fur) seems to constantly move of its own accord. In addition, small items nearby often animate without prompting—pebbles roll around, the character's belt slithers away, a friend's dagger jumps from its sheath, objects fall from shelves, and so forth.

Anti-Missile

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster gains partial immunity to all non-magical hurled or projected missiles. Only those with an attack roll of a natural 20 can damage the caster during this time. Enchanted missiles and magical attacks are completely unaffected by this Legacy.

Detriment: The character grows some sort of body covering which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection unless the Legacy is activated. Unfortunately, it is fairly thick and makes it necessary for the character to have special clothing and armor made.

Anti-Poison

Ability Score: Charisma

Duration: 3 rounds/level

Description: The caster can bestow a bonus to a character's next saving throw vs. poison attempt. This Legacy can be cast on either the caster or another character. The bonus is +1 for each three levels of the caster (+1 at 1st or 2nd level, +2 at 3rd or 4th, etc.). To bestow it, the caster must touch the recipient. Each activation of the Legacy will only bestow a bonus to one attempted saving throw. Once the recipient attempts a save vs. poison (whether it is successful or not), this activation of the Legacy ends. If the recipient has already made and failed a saving throw before being touched by the caster, he is allowed a second saving throw instead, but no bonus is added.

Detriment: The character grows fangs, claws, or even a barbed tail. Though these cannot be used for an attack (or any other purpose), they must be used when the Legacy is activated. With activation, an Afflicted character actually injects an anti-toxin into the body of the poisoned character, using

fangs, claws, or tail.

Armor

Ability Score: Charisma

Duration: 1 round/level

Description: When this Legacy is activated, the caster's skin changes, becoming to a deep red and sometimes acquiring a light covering of scales or other form of armor. This covering does not inhibit the character or get in the way of any clothing or armor. The caster gains a bonus to his Armor Class equal to -1 per three levels, up to a maximum -5 bonus to AC and never exceeding AC -10 with other bonuses included. The effect is cumulative with normal and magical armor, including bracers, cloaks, and rings.

Detriment: An Afflicted character gains a thickened body covering of some kind. The covering usually appears to be scales, plates, bands, bark, stone, or something similar. It provides no protection unless the Legacy is activated but alters the character enough so that clothing and armor must be specially made.

Ball of Fire

Ability Score: Strength

Duration: Instantaneous

Description: The character can throw a small flaming ball at a single opponent. It forms in the caster's hand and grows to one foot in diameter when thrown. The caster must make a successful attack roll to hit an opponent; the ball has the range of a thrown dagger. Even if the Ball of Fire does not hit an opponent directly, it might set fire to the target's clothing or hair. Its magical flame will set fire to any flammable materials with which it comes into contact. Damage caused by the ball is 1d4 per three levels of the caster (1d4 at 1st-3rd level, 2d4 at 4th-6th level, etc.), up to a maximum of 5d4.

Detriment: The skin of the character is red and hot to the touch. He sweats constantly and must drink twice as much water as a normal member of the same race. In addition, the character's clothing smolders, and paper occasionally bursts into flame when the character holds it. The irises of the character's eyes usually turn red.

Bite

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the character grows fangs and can bite for 1d8 points of damage. An attack roll must be made to determine success.

Detriment: The character's teeth grow large, and the mouth becomes misshapen. Some characters grow long fangs or even tusks. The character's bite causes standard damage for a normal member of the same race unless the Legacy is activated.

Blend

Ability Score: Constitution

Duration: 1 round/level

Description: The caster's coloring (and that of any possessions worn or held) changes to more closely match the surroundings. This makes the character 20% undetectable by sight plus an additional 5% per level of the caster, to a maximum of 95%. If the caster is a thief, this percentage can be added to the character's chance to hide in shadows, but the combined total can never be higher than 99%.

If the character moves while using the Legacy, the blending continues, but the character receives a -10% penalty to the chance to remain hidden while moving.

Detriment: Some Afflicted with this Legacy automatically change to colors that contrast with their surroundings, making them stand out. The flesh of other Afflicted grows transparent, so that bones and sometimes internal organs become plainly visible. If a character's bones are the only parts that do not turn transparent, they often turn some shade of red. This transparency in no way makes the character more difficult to see unless the Legacy is activated.

Breathe Water

Ability Score: Constitution

Duration: 2 rounds/level

Description: While this Legacy is activated, the caster can breathe water as if it were air. The Legacy does not enable the character to swim or move freely in water, nor does it enhance vision in any way.

Detriment: The character often grows gills, usually on the neck, but sometimes on the upper torso or even in a crest on the top of the head. For some Afflicted, the change is the growth of a breathing tube, either from the nose or the top of the head, with a fringe of gills around it. The gills serve no purpose and are not even attached to the character's respiratory system unless the Legacy is activated.

Burn

Ability Score: Strength

Duration: Instantaneous

Description: The caster can release a flame to burn an enemy. The caster must make a successful attack roll to cause damage directly to an enemy, but even a miss might set fire to clothing or other flammable materials. A 1st-level character has no range for the power and must touch the target to be burned. The caster's range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet. The flame sets fire to any flammable materials it touches.

The flame can issue from the character's mouth or from a hand. Point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 hit point per level of the caster.

Detriment: The skin of the character is red and hot to the touch. He sweats constantly and must drink twice as much water as a normal member of the same race. In addition, the character releases small flames from his hands or mouth at random intervals. These flames set fire to anything flammable that they touch. Usually, the irises of such characters' eyes are red.

Charm

Ability Score: Constitution

Duration: 2 rounds/level

Description: The caster can affect one opponent who has a number of Hit Dice lower than his own level. The target must be visible to the caster and receives a saving throw vs. spell to avoid the effect of the Legacy. If this saving throw fails, the recipient believes the caster to be a trusted friend and ally to be heeded and protected. Any adjustment due to Wisdom applies to the saving throw. If the target receives damage from the caster's group in the same round that Charm is used, an additional +1 per point of damage received is added to the victim's saving throw.

Note that Charm is effective on monsters as well as people. However, the caster gains no special communications ability.

Detriment: An Afflicted with this Legacy grins constantly. The individual's mouth is changed to bare the character's teeth in a wide, somewhat maniacal grin. This affects the character's speech, making it difficult to use the lips to make sounds. This makes the "f" and "v" sounds particularly difficult to speak; the sounds of "p" and "b" are almost impossible.

Chill

Ability Score: Constitution

Duration: Instantaneous

Description: The caster can generate a cold blast to cause damage to an opponent if he makes a successful attack roll. A 1st-level character has no range for the power and must touch the target to be affected. For each level after the first, the caster's range increases by one foot (one foot at 2nd level, two feet at 3rd level, etc.), to a maximum range of 10 feet.

The cold can issue from the character's mouth or hand. The point of origin is chosen when the Legacy is acquired and can never be changed. The amount of damage is 1d4 plus 1 point per level of the caster.

Detriment: The skin of the Afflicted is cold to the touch. He feels cold and shivers almost all the time. Small patches of frost form in the character's hair or fur and on exposed skin. The irises of the character's eyes turn white, and the skin, fur, or other body covering pales.

Clairvoyance

Ability Score: Dexterity

Duration: 1 round/level

Description: This Legacy allows the caster to see from a different location. The location must be within a number of feet equal to twice the caster's level. The character can see from any point within the given range but gains no other special vision powers through the use of this Legacy.

A character of 5th level or greater can also hear from the chosen location.

Detriment: The Afflicted's eyes change; they might grow to very large proportions or perhaps grow

eyestalks. Alternately, he might grow an extra eye in the center of the forehead. While this eye is completely useless, it sometimes moves of its own accord as if looking around. Occasionally, the character sees visions of real events occurring anywhere from 100 yards to several miles away. These visions are very brief and disorienting, almost never granting any advantage.

Climb

Ability Score: Wisdom

Duration: 1 round/level

Description: This Legacy gives the caster a 95% chance to climb.

Detriment: In some cases, the Afflicted's hands and feet become sticky, so that debris and small items stick to them. The stickiness is not enough to aid the character except when the Legacy is activated. In some Afflicted, the arms or fingers change into ropelike tentacles. These can be used like the character's normal extremities, but when the Legacy is activated, they can be flung to attach to a high point on a wall or other obstacle, allowing the character to climb it. Sometimes a character's limbs become spindly and spiderlike, with an extra joint on each finger. Short, bristly hair may sprout from the character's body.

Craft Item

Ability Score: Constitution

Duration: Special

Description: Using this Legacy, the character can craft a small item, using a nonweapon proficiency or other skill. The character must have the necessary skill (or gain it from the Proficiency Legacy). The needed materials must be within 10 feet of the character when the Legacy is activated. If the materials are in the possession of another being, that individual can make a saving throw vs. spell to prevent them from being used.

The item's construction requires 1d4 rounds, during which time the materials form themselves into the final product. For example, if a sapling and some string are nearby and the character has the bowyer/fletcher skill, he can use the Legacy to make a bow. Similarly, if some steel (or iron ore) is nearby and the character has weaponsmithing, the character can make a sword.

Note that only a single item can be made; alternately, the caster could create a group of arrows with a single use of the Legacy. If two or more skills are necessary to construct the desired item, the character must know them all. The caster can make only small items, so could not use the Legacy to build a house, even if he had the appropriate skill and the correct materials were available. Similarly, the character could make a breastplate or a chain mail shirt with one use of the skill, but not a full suit of armor.

Detriment: The character's hands twitch nervously, as if always constructing something. When the Legacy is not activated, all the character's nonweapon proficiency scores are penalized by -2. At random intervals, items handled or worn by the character fall apart: Bowstrings break, swords fall apart, backpacks open, pottery cracks, etc.

Create Liquid

Ability Score: Strength

Duration: Instantaneous

Description: The caster can create water, wine, or milk with this Legacy, up to four gallons per experience level. The type of liquid is determined each time the Legacy is activated, and it appears anywhere desired, within 10 feet of the caster but not within the body of a living being. If no container is prepared for the liquid, it falls. The liquid is normal in all ways and is the same temperature as the surroundings. Its taste is average, neither very good nor very bad.

Detriment: Liquids (sweat, sour milk, and bad wine) ooze constantly from the pores of the character, who also drools almost constantly.

Crimson Fire

Ability Score: Strength

Duration: 2 rounds/level

Description: The caster can cause a dancing red light to outline creatures or objects. Targets need not be seen by the caster, but must be within 10 yards. The number of items affected is one per three levels of the caster (one at 1st-3rd level, two at 4th-6th, etc.), assuming items or people are of approximately human size. Half as many large creatures or items can be outlined, while only a portion of bigger targets can be outlined until the caster reaches higher levels. The DM should estimate the size of the target(s) in comparison to a standard human being and adjust accordingly.

Outlined objects are visible at 80 yards in the dark, but only 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike, so opponents gain a +2 bonus to attack rolls in

darkness (including moonlit nights), and a +1 bonus in twilight or better.

Crimson Fire can render otherwise invisible creatures visible but cannot outline noncorporeal, ethereal, or gaseous creatures. The light produced is fairly dim and has no effect on the vision of undead, dark-dwelling creatures, or infravision.

Detriment: The character is constantly outlined in a glow, as described. In addition, the character's eyes glow red. This impairs the caster's distance vision, giving the character a -2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow is transferred to the targets, temporarily leaving the caster.

Cure

Ability Score: Dexterity

Duration: Instantaneous

Description: The caster can heal damage equal to 1 hit point plus 1 hit point per level (2 hp at 1st level, 3 hp at 2nd, etc.), up to a maximum of 16 hit points. Healing must be applied all at once but can be applied to one or two recipients plus the caster, if desired. Recipients must be touched by the caster. The hit points are split among them as the caster desires.

Detriment: In many cases, the Afflicted's hands become covered with a gauzy web, much like a bandage. On occasion, small pieces of this webbing fall from the hands. This webbing neither helps nor hinders the character, though it reduces touch sensitivity in the fingers.

In other cases, the Afflicted constantly sweats and drools a milky liquid. It is a mild anesthetic, which causes the Afflicted to feel numb and tingly. The liquid has no healing effect, nor will it dispel pain.

Detonate

Ability Score: Wisdom

Duration: Instantaneous

Description: The caster can cause an object to explode. The object must weigh between one and five pounds and must be within 10 yards of the caster. Only a complete object can be affected, not part of a larger object. The item is broken into tiny pieces, which cause 1d8 points of damage to anyone within 10 feet of the explosion. This Legacy cannot affect magical, living, or animated items. If the object is being held by someone, that individual can make a saving throw vs. spell to avoid its destruction.

Detriment: At random intervals, small items (as detailed above) within five feet of the Afflicted explode. This includes clothing and mundane items, but seldom weapons. These explosions are loud but cause no damage to people nearby.

Dexterity

Ability Score: Wisdom

Duration: 1 round/level

Description: The caster's Dexterity becomes 18 for the duration of the Legacy. If the character's Dexterity is already 18 or more, the caster receives a +2 bonus to Dexterity, up to a maximum Dexterity of 25.

Detriment: The Afflicted typically grows two extra arms, or extra fingers. His fingers usually gain an extra joint, growing to twice their normal length. Optionally, the character might grow an extra pair of legs. Except when the Legacy is activated, extra arms are useless and hang limply, but if the Afflicted grows extra legs, they are necessary for locomotion and inhibit the character's movement if damaged.

Digging

Ability Score: Intelligence

Duration: 1 round

Description: The caster can excavate earth, sand, or mud. This Legacy excavates 125 cubic feet (a five-foot cube) of matter in one round. The caster must be within 10 feet of the material to be moved. The material is thrown from the hole and scattered more or less evenly. Any creature within a foot of the pit must make a successful Dexterity check or fall into the hole. Note that holes in mud or other loose material will quickly collapse.

Detriment: The character's hands usually acquire a shovel-like shape, which prevents fine manipulation of objects. In other cases, the Afflicted acquires large, thick claws or even tusks. Unless the Legacy is activated, these new growths cannot be used for anything other than what the caster's normal teeth or hands could do.

Disguise

Ability Score: Wisdom

Duration: 3 rounds/level

Description: The caster can alter his form and appearance. Height can be altered by up to one foot, weight by as much as 50 pounds. The form acquired must be similar to the caster's own (bipedal if the caster is bipedal, for example). Clothing and possessions do not change. A specific person cannot be imitated, but another species can be. Only the caster's form changes; he acquires no special abilities of any kind, nor are any native abilities lost.

Physical deformations caused by a Legacy can be temporarily eliminated (or imitated) by the use of the Disguise Legacy.

Detriment: The body of the Afflicted changes constantly: fur, hair, and scales grow and disappear; a tail might grow or disappear. The character's height changes by as much as an inch per minute, weight by as much as five pounds per minute, and the character's facial features change at irregular intervals. The character's features and form stabilize only when the Legacy is activated. Note that these changes cause problems with the fit of most clothing and armor.

Disintegrate

Ability Score: Constitution

Duration: Instantaneous

Description: The caster can cause up to one cubic foot of nonliving solid material to crumble into dust. The material to be affected must be touched, which might require an attack roll. The exact material affected is determined by the caster, but it must all be connected (so a piece of a wall could be affected, or several feet of a rope). Normal materials do not get a saving throw, but magical items and materials do can attempt a save vs. crushing blow. (See the section on saving throws for equipment in Chapter 6 of the *DMG*. Any weapon bonuses provide equivalent bonuses to the saving throw. Magical cloth has a saving throw of 5.)

Detriment: Items the Afflicted touches slowly crumble to dust. In addition, the character's hair and skin constantly crumble and flake.

Displace

Ability Score: Intelligence

Duration: 2 rounds/level

Description: After this Legacy is activated, if the caster is hit by a physical object, he teleports a short distance (up to 10 feet), but the Legacy provides no more than one such displacement per activation. The displacement instantaneously moves the character away from the attack that caused it, eliminating any and all damage from that attack. The place where the character reappears is random, but it is physically as safe as the caster's immediately previous location. (If the character displaces from a standing position on solid ground, he reappears standing on solid ground.) The character never reappears inside a solid object or in the direct path of an already moving weapon.

Detriment: The character's hands or head sometimes displace to a position one or two feet from where they were previously. They do not disconnect from the body; instead, the neck or arm grows instantly to the new length and shape required. This happens at unpredictable intervals, and 2d4 turns are required for the extremity to gradually return to its original position as the neck or head returns to its original size and shape.

Disrupt

Ability Score: Dexterity

Duration: Instantaneous

Description: With a red light that leaps from his hand or eye, the caster can cause damage to any single undead being within 10 yards. Once the origin of the beam is established, it cannot be altered. An attack roll must be made to strike the undead creature with the beam, which is treated like a missile weapon in regard to Dexterity bonuses on attack rolls. Damage caused by the beam is 1d4 per three levels of the caster (1d4 at 1st-3rd levels, 2d4 at 4th-6th, etc.).

Detriment: Non-living organic material (such as cloth, leather, or a quarterstaff) occasionally crumbles to dust when the character touches it. In addition, the character's hands or eyes often glow with a red light, and the skin acquires a deathlike pallor.

Duplicate

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, an illusory duplicate of the caster appears anywhere

within 10 yards, as desired by the caster. The image can be actively controlled by the caster or "programmed" to perform a specific series of actions. The duplicate need not start or stay in the same room as the caster, but to avoid having the duplicate walk through items or people, the caster may need to be able to see it (or have a good memory of the location).

Detriment: All or part of the Afflicted's body is duplicated at all times. The character might appear to have an extra arm, head, or nose. Sometimes, an entire body duplicate appears and follows the Afflicted, performing acts that might be embarrassing for the character. All such manifestations are illusory.

Entangle

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the caster's arms, fingers, or hair grows into tentacles. The precise method is chosen by the caster when the Legacy manifests and can never be changed. Growth is five feet per three levels of the caster (five feet at 1st–3rd level, 10 feet at 4th–6th, etc.), up to a maximum length of 25 feet. They can be used to retrieve or wield items from a distance or entangle a single opponent.

For the duration of the Legacy's activation, the caster's tentacles acquire AC 0. Targets held by the tentacles can break free with a successful roll to bend bars, or by someone inflicting 10 or more points of damage to the tentacles in a single strike with an edged weapon. None of the damage inflicted to the tentacles during the Legacy's activation applies to the caster's hit point total.

Detriment: The Afflicted's hair is long and unruly, often moving of its own accord and sometimes touching another person or picking up small items. If the hair is cut, it grows back to its original length at a rate of one foot per round.

Alternatively, the character's fingers or arms grow into long tentacles. Except when the Legacy is activated, the tentacles are no stronger than normal. Though they can be used to retrieve items from a distance, they cannot be used to entangle; any damage inflicted upon them is subtracted from the Afflicted's hit point total.

Farsight

Ability Score: Strength

Duration: 2 rounds/level

Description: The character can see clearly—even reading if so desired—for a distance of up to 100 yards per level of the caster (to a maximum distance of one mile), though not through obstacles. If the caster prefers, the Legacy can instead be used to examine something in minute detail, enabling the character to detect tiny seams, minute marks, even the impressions left from writing.

Detriment: The Afflicted's eyes change. They might grow to very large proportions or even grow eyestalks. In addition, the character has trouble seeing normally. Items within one inch of the character's eyes can be seen as clearly as normal, as can items at a distance of 20 yards or more. Anything else appears somewhat blurry. Unless the character has the blind-fighting nonweapon proficiency, he receives a penalty of –2 to all melee attack rolls.

Feel Magic

Ability Score: Strength

Duration: 1 round/level

Description: The caster can detect, and to an extent identify, magical emanations in anything he touches. Note that this Legacy is not adversely affected by *vermeil* or the Red Curse like other forms of divinatory magic are (as explained in the "Magic" chapter).

By touching an object while the Legacy is activated, the caster can determine if that object is magical. If it is handled for a full round, the character has a 5% chance per level (to a maximum of 75%) of identifying some property of the object (a spell with which it is enchanted, the attack bonus it has, the approximate number of charges left, etc.). Only one such fact can be determined per round; handling the object for longer might reveal another fact, or it might reveal the same one again.

If a living being is touched while the Legacy is activated, the caster can tell if that individual is enchanted in some way (charmed, for instance) and whether or not the target possesses a Legacy. By examining a single person for at least a full round, the caster can determine a fact about the being, such as how many Legacies that individual has, whether the being is affected by a charm, or how advanced an Affliction the being has. The caster has a chance of 5% per level (to a maximum of 75%)

to determine such information.

Detriment: Most Afflicted with this Legacy grow long, feathery antennae from their foreheads; some develop a covering of fine cilia on their hands. The Afflicted can use Feel Magic only by using the antennae or cilia. Otherwise, the growths are useless, though they sometimes move of their own accord.

Fight

Ability Score: Intelligence

Duration: 1 round/level

Description: By using this Legacy, the caster can acquire the THAC0 of a warrior of the same level. A caster who is already a warrior receives a +2 bonus to attack rolls. This bonus or adjusted THAC0 applies only to melee combat.

Detriment: The Afflicted with this Legacy is very temperamental and angers easily. In addition, whenever the character handles a weapon, his hand acquires the form of that weapon within 2d4 rounds. The form lasts for 2d4 hours before instantly reverting to its original form. An altered hand is no different from a normal hand in terms of damage it inflicts in an attack, but if the character activates the Fight Legacy while the hand is in altered form, it becomes a weapon capable of inflicting 1d8 points of damage per hit for the duration of the activation.

Find

Ability Score: Dexterity

Duration: 2 rounds/level

Description: This spell helps the caster locate a known or familiar object. If a sword is desired, for example, the Legacy guides the caster to the nearest one (possibly held by a companion). If a specific item is desired, it must have been seen by or carefully described to the caster.

The Legacy indicates the direction to the object but does not tell the character how to get to it or how far away it is, though the character is able to tell when the object is within one foot.

Detriment: The Afflicted often grows an extra eye in the center of his forehead, sometimes on an eyestalk. This eye is completely useless but sometimes moves of its own accord, as if looking around. Some Afflicted instead grow long, feathery antennae, which also seem to move on their own. An Afflicted with this Legacy sometimes acquires a forked tongue in addition to the eyestalk or antennae. The tongue flicks in and out of the character's mouth rather often, affecting speech.

In addition, the character constantly misplaces small, relatively unimportant items.

Float

Ability Score: Dexterity

Duration: Special

Description: With the use of this Legacy, the caster can slow the rate of a fall to a mere two feet per second (120 feet per round). This allows the character to fall as much as 100 feet per three caster levels (100 feet at 1st–3rd level, 200 feet at 4th–6th, etc.), up to a maximum of 500 feet, without taking damage from the fall.

The character can instead use the Legacy to float upward for a number of rounds equal to his level, levitating slowly at a rate of 10 feet per round. A single activation of the Legacy works to slow a fall or to levitate upward, but not both.

Detriment: The character's body weight is reduced by half, while mass remains the same. The Afflicted also sprouts feathers from various places on the body.

Fly

Ability Score: Wisdom

Duration: 2 rounds/level

Description: For the duration of this Legacy, the caster can fly at a movement rate of 12 and a maneuverability class of C. For a caster who can already fly, normal flight speed is increased by 6 and maneuverability class by 2 places, to a maximum of A, but duration is only a number of rounds equal to the caster's level.

Many, but not all, characters transform when this Legacy is activated. Most grow two or four wings (batlike, birdlike, dragonlike, insectlike, etc.), some characters' arms transform into wings, and other characters' bodies flatten. The exact transformation, if any, is chosen by the caster when the Legacy is acquired and can never be changed. Transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate (unless made of *red steel*—see the "Magic" chapter). Expanding wings can break through armor or clothing, damaging it (requiring a round to do so), so most people who transform in this way wear special armor and clothing with holes

for the wings.

Detriment: The Afflicted has permanent wings of some type, but they are useless except when the Legacy is activated. Some Afflicted have flattened bodies instead of wings, so they are only about two inches thick from front to back.

Fog

Ability Score: Constitution

Duration: 1 round/level

Description: The caster can create enough fog to fill a cube 10 feet on each side. This fog can take any shape the caster desires but remains stationary. It is thick enough to obscure vision, limiting visibility (both normal and infravision) to a range of two feet within the fog and blocking vision through the fog entirely.

A strong wind disperses the effect in a single round, while a moderate wind reduces the Legacy's duration by 50%. If this Legacy is used underwater, it clouds the water in the same area. Currents can disperse the effect before the Legacy actually expires.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen and the character looks as if he has gained quite a lot of weight. In addition, the character breathes out wisps of fog and "sweats" them from the pores.

Gas Breath

Ability Score: Charisma

Duration: 1 round/level

Description: By activating this Legacy, the caster can expel poisonous, gaseous breath from his lungs. If the gas is not expelled before the Legacy expires, its damaging effects wear off. The gas is greenish-yellow and smells vile. It can be expelled to affect a single opponent within five feet of the caster, requiring an attack roll (including Dexterity adjustments, if any). The target takes 1d4 points of damage per three levels of the caster (1d4 at 1st-3rd level, 2d4 at 4th-6th, etc.). It is not necessary for the victim to inhale the gas to suffer from its effects; it is a contact poison. Magical effects that work against poison can help the target, usually by granting a saving throw vs. poison for half damage when no saving throw would be allowed.

Detriment: The character has foul body odor and breath. In addition, the Afflicted's flesh becomes puffy and discolored in some places, and the character breathes out wisps of yellowish fog and "sweats" them from the pores.

Gaseous Form

Ability Score: Constitution

Duration: 1 round/level

Description: The character's body and any possessions worn or carried become gaseous when this Legacy is activated. While in this form, the character has a flying movement rate of 3 and a maneuverability class of B. Winds—both magical and normal—can drive the character unwillingly before them or can be used to increase the caster's speed. Also, the character can enter any space that is not airtight.

While in this form, a person cannot be affected by most attacks but is vulnerable to magical fire or electricity, which have normal effects. The *magic missile* spell and the Missile Legacy can also be used to attack a character using the Gaseous Form Legacy.

Detriment: The Afflicted's flesh becomes puffy and feels soft to the touch. This affects most of the character's body, so the face becomes misshapen and the character appears to have gained a lot of weight. The flesh of some Afflicted becomes transparent as well. Also, the character breathes out wisps of fog and sweats them from the pores.

Grow

Ability Score: Charisma

Duration: 2 rounds/level

Description: When the caster activates this Legacy, the size and weight of the character, or of any one other creature size Large or smaller within the caster's sight, is increased. The creature doubles in height, width, thickness, and weight. (This means, of course, that body weight is no longer in correct proportion to body volume.) Rather than doubling the measurements, the caster can also choose a lesser amount of enlargement any time the Legacy is activated. Weight and all linear dimensions can change in the same proportion or in different amounts. An unwilling target of the Legacy can make a saving throw vs. spell to avoid the effects entirely.

Clothing and armor worn by the target do not change in size when the Legacy is used, so they are ripped apart. Clothing causes no damage to the target, but unless armor is specially constructed, it

inflicts a number of hit points equal to the character's Armor Class (without Dexterity adjustments) subtracted from 10.

The character is able to move in the new form but does not actually gain an increased Strength score or any benefits of such an increase. If all the character's linear dimensions are doubled with the Legacy, the character's movement rate also doubles.

Multiple applications of this Legacy cannot be used for cumulative effect but merely extend the duration of the change.

Detriment: Some portion of the Afflicted's body becomes permanently enlarged (not the whole body). Typical effects include one or more limbs becoming twice their normal size. The character might instead change in one dimension—becoming twice as wide, thick, or tall as normal, with all features appearing stretched in that dimension. On some other Afflicted, the facial features grow, so the character has big ears, eyes, lips, and nose. When the character uses the Legacy to affect himself, his original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Hypnosis

Ability Score: Dexterity

Duration: 1 round/level

Description: When this Legacy is activated, the caster's eyes glow with a red fire. The character can affect any single target within 10 yards, assuming the target has an Intelligence of at least 5 and understands the language spoken by the caster. In addition, the victim can make a saving throw to avoid the effects of the spell. If the saving throw fails and all the other conditions are correct, the target individual immediately falls into a trance.

Alternately, the caster can choose to make a brief and reasonable-sounding request of the individual (as per the 3rd-level wizard spell, *suggestion*). In this case, the trance lasts only for the single round in which the request is made. The victim follows the suggested course of action for up to an hour, unless something happens to make the suggestion seem unreasonable. For example, an attack from the caster or the caster's companions makes a suggestion to protect them seem unreasonable; the victim's friends might also argue the hypnotized character out of performing a suggested action.

Detriment: The character's eyes glow a fiery red, and lights seem to whirl within them. People conversing with the Afflicted become distracted and lose track of the conversation quite easily.

Leap

Ability Score: Intelligence

Duration: Instantaneous

Description: With this Legacy, the caster can leap great distances from a standing start. The distance possible is forward or straight upward 20 feet, plus one foot per level of the caster, to a maximum of 35 feet. The character can also leap backward 10 feet. Horizontal leaps forward or backward have only a slight arc—about two feet per 10 feet traveled. This Legacy does not ensure a safe landing.

Detriment: A character's leg muscles may grow to huge proportions. Some Afflicted suffer a greater change, their legs changing to look like a grasshopper's legs.

Light

Ability Score: Dexterity

Duration: 2 rounds/level

Description: This Legacy creates a reddish light that illuminates the surroundings in a radius of 20 feet. The Light springs from one of the character's hands or the forehead. The point of emanation is chosen by the caster when the Legacy is acquired and is unchangeable thereafter. While it is just bright enough to show details in the area, it is not enough to cause harm or even temporary blindness.

Detriment: The character is constantly outlined in a reddish glow, and his eyes glow red. Consequently, the caster's distance vision is impaired, giving the character a -2 penalty to attack rolls with missile weapons. When the Legacy is activated, the glow dissipates, and the Light springs forth as described.

Luck

Ability Score: Player's Choice

Duration: Instantaneous

Description: When activated, this Legacy enables the caster to re-roll a failed saving throw or ability check.

Detriment: The character is somewhat clumsy and tends to drop things and stumble a lot (though the effect is not pronounced enough to affect the character's combat abilities). In addition, the Afflicted suffers the detriment for a randomly determined Legacy. This other Legacy's detrimental effect is applied even though the character does not gain its power.

Meld

Ability Score: Charisma

Duration: 2 rounds/level

Description: This Legacy allows the caster to meld his body and possessions into stone, dirt, or wood. The caster becomes part of the surface of the material for the duration of the Legacy. Up to 100 pounds of possessions can meld with the caster. The material into which the character melds (typically a wall, floor, tree, or even a table or door) must be at least as large as the caster. Any damage done to the surface of the item is passed on to the caster. Melding into material requires one round, though exiting is instantaneous.

Detriment: The character's body tends to merge with any earth or wood being touched if the character rests too long in a single spot. For example, the character's arm might sink into a table, feet into a path, and so forth. In addition, the Afflicted's body acquires the look of the material being touched. A character leaning against a stone wall would find his flesh (and fur or scales, if applicable) taking on a stony appearance, or a character touching a tree would begin to gain a barklike covering. This lasts until the Afflicted touches another item into which he could meld.

Missile

Ability Score: Constitution

Duration: Special

Description: The caster can release missiles of magical energy from the fingertips. Each Missile causes 1d6 points of damage, and the caster can release one Missile per every three levels of experience (one at 1st–3rd level, two at 4th–6th, etc.), up to a maximum of five missiles per activation of the Legacy. For each Missile fired, an attack roll must be made (Dexterity adjustments apply). The missiles can be fired all at the same time or one per round until used up. Similarly, they all can be shot at the same target or at different targets without penalty. Even inanimate objects can be the target of the Missile Legacy.

Detriment: Each of the Afflicted's fingers lengthens and acquires a tubelike shape. The missiles are generated in and fired from these tubes.

Phantasm

Ability Score: Constitution

Duration: 1 round/level

Description: When this Legacy is activated, a horrifying, illusory visage takes the place of the caster's normal features. Anyone viewing the visage must make a successful saving throw vs. spell or flee in terror at maximum speed for the remainder of the duration. Undead are never affected by this spell, nor are creatures with an Intelligence below 2. The visage remains for a number of rounds equal to the caster's level.

Detriment: The Afflicted's visage becomes very ugly, but rather than generating horror in those who view it, it causes disgust and revulsion. Others might seek to avoid interaction with the Afflicted, though they will not flee in terror.

Phase

Ability Score: Intelligence

Duration: 1 round/level

Description: The character can adjust the composition of his body, so it becomes possible to pass through solid matter and for solid matter to pass through the caster. Any equipment worn is affected, but any single item carried in the hand remains solid if the caster so desires when the Legacy is activated. Also, the character can walk along the ground without sinking into it, even while passing through something else. Otherwise, all items pass through the character, who likewise passes through all solid material. Though the character is immune to solid weapons, he can still be affected by magical fire, cold, and electricity, as well as the *magic missile* spell and the Missile Legacy.

Detriment: The Afflicted's flesh becomes soft and puffy, distorting form and features. The character tends to sink into solid matter if he spends more than a moment in the same place, and any clothing of a weave coarser than silk tends to merge with his body. Extrication takes about one round, and can be rather painful, as if the character were pulling a bandage from a fresh wound.

Plant Form

Ability Score: Dexterity

Duration: 3 rounds/level

Description: The caster can assume the form of an inanimate plant of approximately the same mass. The form can be that of any type of plant and can have any characteristics the character wishes. For example, a caster might choose the form of a giant flower or a slender tree with only a few leaves. The caster has only one available form, chosen when the Legacy is acquired, and can never change it.

No system shock roll is required, and the caster retains his personality and mentality. The caster retains normal human senses (sight, hearing, smell, and touch). While in Plant Form, the caster cannot move, talk, or cast spells but can use Legacies or spy upon anything in the area. When the Legacy is activated, the caster's equipment melds into the new form.

Detriment: The Afflicted usually sprouts leaves, flowers, or other plant parts from his body. Some gain a grasslike covering. The character needs regular sunlight or becomes nauseous.

Poison

Ability Score: Charisma

Duration: Special

Description: The character can produce poison from fangs, sharp claws, or a stinger of some sort, which appear when the Legacy is activated. The method of delivery causes no damage other than that produced by the poison. A successful attack roll is necessary to deliver the poison. If the poison is not used before the Legacy expires, it loses its potency and becomes inactive.

The poison's effects vary with the caster's level. A caster of 1st-3rd level can generate poison that causes the victim to fall asleep in 1d4 rounds, remaining that way for a number of rounds equal to the caster's level. A caster of 4th-6th level can produce either the sleep poison or another form that causes paralysis, beginning within one round of delivery and lasting a number of rounds equal to the caster's level. A caster of 7th-9th level can produce sleep or paralysis poison or a poison that causes damage of a number of hit points equal to twice the caster's level, applied immediately when the target is hit. A caster of 10th-12th level can produce sleep, paralysis, or damaging poison, or a combination of damage and paralysis, again taking effect instantaneously. A caster of 13th or greater level can generate any of the other poisons, or one that causes instant death.

The victim of a poison attack can make a saving throw to lessen the duration of sleep or paralysis, to halve damage, or to avoid death.

Detriment: The Afflicted grows fangs, claws, or a stinging tail, but these are useless except when the Legacy is activated. In addition, the character's flesh (or fur or scales) acquires ugly splotches of bright colors.

Proficiency

Ability Score: Player's Choice

Duration: 2 rounds/level

Description: The caster acquires the ability to use any one weapon or nonweapon proficiency. (Optionally, this Legacy could give a bonus of +2 to an existing nonweapon proficiency score or a bonus of +2 on attack rolls when using a weapon that the caster is already proficient in.) The proficiency gained is decided by the caster each time the Legacy is activated and cannot be changed during activation. Any knowledge gained from use of the Legacy is forgotten by the caster when the duration expires, though anything written down could be preserved. Other characters have the normal chances to remember facts noted.

Detriment: The character acquires some type of minor physical deformity, such as large ears, warts, a nasty overbite, etc. All the Afflicted's nonweapon proficiency scores are penalized by -2.

Projectile

Ability Score: Wisdom

Duration: Special

Description: The caster can produce physical missiles from his body and shoot them at an opponent. The character's body changes when the Legacy is activated: sprouting quills, developing a horn or blowhole through which rocklike projectiles are propelled, growing a snout through which the missiles are spit, or producing thick claws that are fired from the fingers. The form of the projectiles is chosen by the caster when the Legacy is acquired and can never be changed. The number of projectiles produced is equal to twice the caster's level, and each is fired separately with its own attack roll. All can be fired in the same round, or they can be fired at a rate of one per round until all are used. Multiple targets can be fired at without penalty. The projectiles are not considered magical.

Detriment: The character sprouts quills over much of the body, a blowhole or horn forms, or the Afflicted's fingers lengthen and become tubelike. In some cases, the character's mouth and nose lengthen into a tubelike snout. When the Legacy is activated, projectiles are fired from whatever growth forms, which is otherwise useless.

Red Shield

Ability Score: Constitution

Duration: 2 rounds/level

Description: The character generates a glowing, transparent red shield from one hand. Its radius is one foot per three levels of the caster (one foot at 1st–3rd level, two feet at 4th–6th, etc.), to a maximum five-foot radius. The character can choose to produce a shield smaller than the largest possible, but the shield is always circular.

The shield weighs nothing, but it is solid and attached to the caster's hand (either one, determined each time the Legacy is activated). A shield with a one- or two-foot radius provides an AC bonus of –1. Larger shields can be used as cover by the caster and any allies, with the exact amount of cover depending on the situation.

Detriment: Shieldlike, round growths, about the size of bucklers, appear on the backs of the character's hands. These cannot be used for defense, because hitting them causes damage to the character. However, when the Legacy is activated, one of the shield growths (caster's choice) expands to the size called for by the Legacy and hardens. Some Afflicted gain a thickened body covering of some kind, such as scales, plates, or bark. While this provides no protection, it alters the character enough so that clothing and armor do not fit unless specially made.

Red Steel

Ability Score: Dexterity

Duration: 1 round/level

Description: With this Legacy, the character can temporarily enchant a melee or missile weapon, giving it the properties of *red steel*. If used on an item made of *red steel* (or an item already altered by this Legacy), the Legacy gives the item a +1 bonus to attack and damage rolls per every three levels of the caster (+1 at 1st–3rd level, +2 at 4th–6th, etc.), up to a maximum bonus of +5.

Detriment: The character acquires a silvery-red color over the whole body, and his eyes glow red. *Smokepowder* explosions affect the Afflicted as if the character were an Inheritor.

Reflect

Ability Score: Intelligence

Duration: 1 round/level

Description: This Legacy allows the caster to reflect a single attack directed at him within its duration. The Legacy can reflect a melee or missile attack, or any spell or Legacy that does not have an area of effect. If the character suffers several attacks while the Legacy is activated, only one can be reflected, and this immediately ends that activation of the Legacy. For example, a character attacked with two missiles from a magic missile spell could reflect only one, or a character attacked with sword and hammer could reflect only one.

Note that an attack must hit the character to be reflected, but the caster takes no damage from the attack. The individual who originated the attack must make a saving throw vs. spell, or suffer damage from the reflected attack.

Detriment: Many Afflicted acquire a shiny, silvery body covering. Normal visual reflections can be seen in this coating. Other Afflicted are affected as if they have the Armor Legacy.

Regenerate

Ability Score: Charisma

Duration: Special

Description: With each activation of this Legacy, the caster regenerates a number of hit points equal to his level at a rate of one hit point per round. The Legacy does not operate when the character has 0 or fewer hit points, but it can help the character regrow small body parts such as a nose or finger.

Detriment: The caster constantly sprouts small growths, and skin flakes away from these spots. Some Afflicted grow additional body parts—like an extra nose, ear, or finger—which eventually flake away and fall off.

Repel Metal

Ability Score: Intelligence

Duration: 1 round/level

Description: Metal weapons cannot hit the caster when this Legacy is activated. During this time, any metal swung or hurled at the character veers away at the last moment. Metal worn by the character remains in place.

Detriment: An Afflicted with this Legacy cannot touch metal; small items skitter out of reach, and the character cannot force his or hand to touch larger items. The character cannot wear metal armor or armor with any metal components. Fast-moving metal, like a swinging sword, can still hit the character.

Senses

Ability Score: Strength

Duration: 2 rounds/level

Description: The caster gains superb senses of sight, hearing, smell, and touch. The character can note small details (such as a disguise or a hidden door) by sight, hear faint sounds, identify or track individuals by smell (as if with the tracking proficiency), read by touch, or tell precisely how much something weighs by lifting it. This Legacy can instead be used to counter effects that impair the senses, such as fog or deafness. When it is activated, the character treats such things as if they did not exist.

Detriment: The character's eyes, ears, and nose grow large and misshapen. Sometimes, the fingers grow as well, becoming elongated.

Separation

Ability Score: Charisma

Duration: 2 rounds/level

Description: The character can detach a hand or an eye from his body, which can then act on its own. For example, a detached eye left in a room can see whatever crosses in front of it, or it can roll around for a better view, while transmitting visual images to the caster. A detached hand can move on its own and even retrieve small items. The detached parts are controlled by the caster. The separation is bloodless and painless. At the end of that time, the part reappears where it belongs. Detached parts can be damaged normally and are considered to have the same Armor Class as the caster (though the part can find cover more easily).

Detriment: At unpredictable intervals, the character's hands fall off or eyes pop out. As with the normal use of the Legacy, this separation is painless and bloodless, but the detached part ceases all function until reattached. Reattachment must occur within a turn of when the part falls away, or the body part cannot be reattached, and the character suffers damage (1d4 points for the loss of an eye, 1d8 for the loss of a hand). Sleeping characters wake when one of their body parts detaches.

Shape Stone

Ability Score: Wisdom

Duration: 2 rounds/level

Description: With activation of this Legacy, the caster becomes able to mold stones with bare hands. To the caster, stone feels like soft clay; it can be molded and shifted, or even torn apart. To mold a cubic foot of stone requires one to four rounds, the exact time required depending upon the amount of precision desired. The caster can change general shape, tear out pieces, or create a hole in about one round, but shaping stone more artistically, such as to create a small, rough statue, requires closer to four rounds. Softer stone (limestone) is easier to mold than very hard stone (granite), so this affects the time required as well. Note that gems can be affected by this Legacy, but require about one round per cubic inch of material to be manipulated. The DM can choose the exact amount of time required or simply roll 1d4. Of course, this also determines the amount of stone that can be affected. When the Legacy's duration expires, the stone remains in its new shape.

The character can shape tools or weapons using this Legacy, make a hole in a wall, or create a rough shape that can later be carved or otherwise refined into a work of art.

Detriment: The Afflicted gains a stony exterior covering, usually of a red, orange-red, or reddish-gray color. This covering replaces scales or skin. If the character normally has fur, this now sprouts from seeming cracks in the covering, but most of the character's hair falls out. This covering provides no special protection to the individual. In addition, it can be molded rather easily. For example, the character's features can be changed, and the indentation from a weapon strike remains in place until the flesh is remolded.

Shock

Ability Score: Strength

Duration: Instantaneous

Description: The caster can release an electrical charge from a hand, choosing one or the other each time the Legacy is activated. A 1st-level character has no range for the power and must touch the target to effect the discharge. Range increases by one foot per level after the first (one foot at 2nd level, two feet at 3rd level, etc.), up to a maximum range of 10 feet. This charge requires a successful attack roll on an opponent (dexterity adjustments apply). If the target is wearing metal armor, that armor's protective value is not included in the target's AC, though magical bonuses still apply. Armor that is not primarily of metal, such as studded leather, leather, or padded armor, applies to the target's AC as normal.

A charge causes 1d4 points of damage, plus 1 point per level of the caster. Note that the charge can be issued through a metal object held in the caster's hand, if so desired. If this is done, the object must touch the intended target. It will not extend the range of a bolt of electricity.

Detriment: The character is constantly affected with static electricity. Whenever the Afflicted touches another person or object, he receives a mild shock. If the character has fur or hair, it stands on end all the time. Clothing worn sticks together and to the character. The character's skin is dry and flaky.

Shoot

Ability Score: Wisdom

Duration: 1 round/level

Description: By using this Legacy, the caster can acquire the THAC0 of a warrior of the same level, but this is applicable only to missile fire or other long-range combat (such as the Shock Legacy). A caster who is already a warrior receives a +2 bonus to attack rolls.

Detriment: Afflicted with this Legacy are very temperamental and anger easily. In addition, their arms and fingers grow in length, to perhaps twice normal length, as if stretched out of proportion by excessive throwing or firing of missiles. The lengthened extremities provide no particular advantage, except to somewhat extend the character's reach.

Shrink

Ability Score: Charisma

Duration: 2 rounds/level

Description: The caster can decrease his size and weight, or that of any creature size large or smaller, reducing the affected individual's height, width, thickness, and weight by half. Note that when a character is affected by this Legacy, body weight is no longer in the correct proportion to mass. A lesser amount of shrinkage can be caused as well, the exact amount being determined by the caster each time the Legacy is activated. Weight and all linear dimensions can change in the same proportion, or by different amounts. Unwilling targets of the Legacy can make a saving throw vs. spell to avoid the effects entirely.

Clothing and armor worn by the target do not change in size when the Legacy is used, so the character shrinks out of clothing and armor without harm to the items worn. If the target's linear dimensions are affected in any amount by this Legacy, its movement rate is halved. The target's Strength and other abilities do not change.

Multiple applications of this Legacy are cumulative in effect or in duration, but not both.

Detriment: Some part of the Afflicted's body shrinks. Typical effects include one or more limbs becoming half their normal size (though never just one leg). The character might instead change in one dimension, becoming half as wide, thick, or tall as normal, with all parts of the body appearing shrunk in that dimension (so if the character becomes half as wide, so do the caster's eyes). On some Afflicted, the facial features shrink, so the character's ears, eyes, lips, and nose become small. When the character uses the Legacy to affect himself, the character's original dimensions (before acquiring the Legacy) are used to determine the size of the new form.

Sight

Ability Score: Constitution

Duration: 2 rounds/level

Description: Each use of this Legacy enhances the caster's vision. The character can gain infravision, the ability to see normally underwater, the ability to see through normal or magical fog, or the ability to see invisible creatures and items. The exact effect is chosen by the caster each time the Legacy is activated and cannot be changed during that activation. Note that the ability to see invisible beings does not allow the character to see ethereal forms that do not have a visible manifestation, nor to see creatures whose natural state is invisibility (like the invisible stalker, which is invisible not because of magic but because it is made of air).

Detriment: The Afflicted's eyes usually change, perhaps growing to very large proportions or even growing eyestalks. Alternately, the character might grow an extra eye in the center of the forehead or

in some other place. This eye is completely useless, but it sometimes moves of its own accord as if looking around. If an extra eye is grown, it becomes active when the Legacy is activated, and the character's normal eyes stop functioning for the duration of the Legacy.

Silence

Ability Score: Intelligence

Duration: 1 round/level

Description: The caster can cause an aura of silence to encase one person, either the caster or another target. Any recipient other than the caster can make a saving throw vs. spell to completely avoid the effects of the Legacy. If the saving throw is successful, the Legacy's effect dissipates entirely. The duration is doubled if used on the caster.

This Legacy is typically used for stealth purposes, so the recipient creates no noise while moving, but it also prevents the recipient from vocalizing (which includes casting spells with verbal components).

Detriment: Most Afflicted with this Legacy become mute, losing their tongues. Some become deaf, losing their ears. Many acquire a particularly loud walk. Some have loud voices, but their feet become large and brushlike, creating only a whisper of sound when the character moves. In other Afflicted, the sounds the character creates fluctuate wildly in volume.

Sleep

Ability Score: Charisma

Duration: 2 rounds/level

Description: This Legacy can cause one living being within 10 yards of the caster to fall asleep. The caster need not see the intended target, but must direct the effect to a general location. It then affects the being closest to that location, regardless of the number of Hit Dice. The victim is allowed a saving throw vs. spell to avoid the effects, however.

Detriment: The Afflicted always appears tired, with droopy features and eyelids. The character has trouble sleeping, but yawns incessantly, usually noisily.

Speed

Ability Score: Wisdom

Duration: 1 round/level

Description: This Legacy allows the caster to move at twice his normal speed. The caster gains a -2 initiative bonus while the Legacy is active, also gaining twice his normal movement rate and number of normal melee or missile attacks. Spellcasting speed is not increased, nor does the Legacy enable the character to use more special powers (spells, Legacies, etc.) than can normally be used in the same round.

Detriment: In most cases, the Afflicted gains additional legs, usually two. In some cases, the character's normal legs might change into a cluster of insectoid or other arthropod legs (like an ant, spider, or even a millipede). The character might also gain extra arms. These extra limbs grant no special abilities except when the Legacy is activated. However, any extra legs become necessary for locomotion.

Spell Shield

Ability Score: Strength

Duration: 1 round/level

Description: When this Legacy is activated, a flat, transparent, glowing red disk begins to orbit around the caster. The disk is about a foot in diameter and moves very quickly. During this time, the shield interferes with the effects of all Legacies and spells directed at the caster, who receives a bonus to all saving throws vs. spells. The bonus is +1 per three levels (+1 at 1st-3rd, +2 at 4th-6th, etc.), up to a maximum +5 bonus. The effects for success and failure of the saving throw are normal.

Detriment: The character grows some sort of body covering, which might resemble spikes, large scales, bark, rocks, wrinkled skin, or writhing worms. This covering feels like normal flesh and provides no special protection. It is fairly thick but appears only in scattered patches. These patches slowly migrate slowly around the character's body. The character must wear special clothing and armor to accommodate the changed flesh.

Spikes

Ability Score: Charisma

Duration: 1 round/level

Description: When this Legacy is activated, the character grows spikes over the entire body. All the

spikes are sharp, though most of them are small. Spikes on the backs of the hands are fairly long, however. The caster's clothing and any nonmetal armor worn are pierced by the spikes, though metal armor impedes them.

If the caster is physically touched by another being (bitten, slapped, punched, grabbed, or wrestled, for example), the individual touching the caster receives 2d4 points of damage. In addition, the caster can physically strike an opponent with the backs of the hands (requiring an attack roll) for 1d6 points of damage per successful hit. The character can attack with both hands in the same round.

Detriment: The Afflicted grows spikes over the entire body, but these spikes are relatively soft, causing damage only when the Legacy is activated. The spikes are uncomfortable, and they require that special clothing and armor be made. The character cannot wear plate armor of any material except *red steel* (see the "Magic" chapter for details on *red steel* armor).

Strength

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, the caster's Strength becomes 18/00. If the character's Strength is already 18 or more, the caster receives a +2 bonus to Strength, up to a maximum Strength of 25. With activation of this Legacy, the caster's muscles grow to large proportions as well, sometimes ripping through clothing worn. A character wearing armor when the Legacy is activated takes 1d4 points of damage. While the armor's protective value is unaffected, the armor must be repaired unless it was specially constructed to accommodate the change.

Detriment: The Afflicted sometimes grows two extra arms. Usually, specific muscles grow to huge proportions. The muscular growth sometimes affects one arm, though it may affect both arms, both legs, or the torso instead. Only the muscles of a specific part of the body grow. The expanded muscles grant the character no advantage, but they make the sizing of armor and clothing difficult.

Swim

Ability Score: Intelligence

Duration: 2 rounds/level

Description: This Legacy allows the caster to swim at a movement rate of 12 and be quite maneuverable in the water. If the caster can already swim, swimming speed is increased by 6, but this Legacy does not provide any special underwater vision or breathing abilities.

Many characters, though not all, transform when this Legacy is activated, typically growing webs between their fingers and flipperlike feet. In some cases, a character's fingers grow to about twice normal length with webbing between them, or the arms become flipperlike. The precise changes, if any, are determined by the caster when the Legacy is first acquired and remain the same with each activation of the Legacy. Any transformation takes place instantaneously. The character's clothing or armor does not automatically change to accommodate a transformation unless made of *red steel*, as explained in the "Magic" chapter. Growing flippers or webbing can break through armor or clothing, damaging it, so most people who transform wear special armor and clothing.

Detriment: The Afflicted permanently transforms in one or more of the manners described above. The extra growth serves no useful purpose except when the Legacy is activated.

Temperature

Ability Score: Dexterity

Duration: Special

Description: This Legacy can have one of three effects, chosen by the caster each time it is activated.

The first use gives the caster immunity to normal temperature extremes, such as desert heat or arctic cold, for a number of hours equal to caster's level.

The second effect provides partial immunity to unnatural or unusual effects that can be used as attacks. For a number of rounds equal to the caster's level, the caster takes only half damage from normal or magical fire, or from cold-based attack forms.

The third effect of the Legacy allows the caster to adjust the temperature in the area upward or downward by as much as 20 degrees. The area affected has a maximum radius of 10 yards, and the effect lasts for a number of rounds equal to three times the caster's level.

None of the effects of the Legacy are cumulative with other uses of the Legacy, though they can be cumulative with spells of similar effects.

Detriment: The character suffers from personal temperature extremes. At times, the character's flesh feels cold, often temporarily growing thick hair, fur, or scales; cold breezes also emanate from the character to affect those nearby. At other times, the character's flesh feels hot, temporarily

shedding fur, hair, or scales; hot breezes then emanate from the character to affect those nearby. Changes between the two states are relatively slow, taking as much as a day, while the different states might last for as long as a week.

Translate

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, the character can speak, understand, read, or write in any other language. This can include modern or ancient languages. With activation, the caster must name the language to be translated, so if the language is coded or completely unknown to the character, the Translate Legacy cannot be used.

Detriment: The Afflicted constantly changes form, transforming from the physical appearance of one race to that of a similar race (a PC could acquire the physical form of any other PC race). Tails and wings are neither lost nor gained during transformation.

The character gains none of the special abilities of the other race, and loses none of his normal abilities. For example, a lupin transforming into a phanaton grows gliding membranes but cannot glide. Similarly, a rakasta transforming into a human loses his claws but can still cause the same damage with a clawing attack. Each transformation takes several days but the form acquired lasts more than two days.

In addition, at random intervals, the character speaks or writes in another language, without conscious control or effort. Sometimes, this is only for a few words. At other times, it lasts for a few sentences or even over the course of an entire hour.

Unlock

Ability Score: Wisdom

Duration: Instantaneous

Description: With the activation of this Legacy, the caster gains a chance to open any lock. The chance is equal to 20% plus 5% per level of the caster, up to a maximum of 95%. The lock to be opened must be touched. If the caster's percentage roll is successful, the lock springs open instantaneously.

Detriment: The Afflicted's fingers (on one or both hands) double in length, acquiring an extra joint at the end. This extra joint takes on the shape of a lockpicking device. When the Legacy is activated, the Afflicted uses these organic lockpicks to open the lock, with the same percentage as normally granted. At all other times, the Afflicted is unable to use these growths to pick locks, even if the character has the rogue lockpicking skill.

War Cry

Ability Score: Wisdom

Duration: Instantaneous

Description: The individual with this Legacy can issue a loud cry with a range equal to 10 yards per level of the caster, up to a maximum of 150 yards. Within that range, opposing monsters must immediately make a morale check; failure means they panic and flee. Player characters (and all others without morale ratings) must roll a saving throw vs. paralyzation. An opponent who succeeds suffers no ill effects from the War Cry, but one who fails suffers a loss of courage and cannot attack for 1d4 rounds.

Individuals immune to magical fear are still susceptible to War Cry because its effects are based on sonic wavelengths as well as magic.

Detriment: In most cases, the Afflicted's mouth becomes very large. In some Afflicted, the mouth changes to become trumpet-shaped, with the teeth exposed in a ring around the inside. The character's jaw parts are immovable, and the individual cannot eat solid food unless it is finely chopped.

Weaken

Ability Score: Constitution

Duration: 1 round/level

Description: Using this Legacy, the caster can weaken any other living being within 10 yards. The caster need not see the target but must aim the Legacy's effect at a specific area. The Legacy affects the individual closest to that place. The target individual can make a saving throw vs. spell to completely avoid the Legacy's effects. If the saving throw fails, the target suffers the loss of Strength.

An individual who has a Strength score is reduced to a Strength of 5 and suffers penalties of -2 to melee attack rolls and -1 to damage rolls. A being without a rated Strength suffers a penalty of -2 to

attack rolls, and a -1 penalty for each die of damage normally inflicted (though each die still causes a minimum of 1 point of damage).

Detriment: The character looks very weak. Though the Strength score is unaffected, the character seems to have no muscle tone, appearing extremely emaciated.

Weapon Hand

Ability Score: Intelligence

Duration: 1 round/level

Description: When this Legacy is activated, one of the caster's hands changes shape to resemble a normal melee weapon that can be wielded in one hand. Any weapon is possible, from a sword to a hammer or a whip. The weapon form is selected by the caster when the Legacy is first acquired, and it cannot be changed.

The weapon has most of the properties of a normal weapon of that type, such as hardness and sharpness, but it looks like the character's normal flesh. Regardless of the weapon's form, it causes 1d8 points of damage per attack, and it is not considered a magical weapon in any way. It is possible for the caster to use the Legacy twice to transform both hands into weapons.

Detriment: An Afflicted always has one hand in the shape of a weapon. The flesh of this hand is as soft as normal flesh, and it cannot be used as a weapon except when the Legacy is activated, though most can be used to punch as a normal fist. The hand can no longer be used for manipulation, except to shove things around.

Webcasting

Ability Score: Strength

Duration: 2 rounds/level

Description: When this Legacy is activated, the character assumes a demispider form. An extra eye appears at each temple, the fingers and thumbs acquire an extra joint, and two fangs grow in the character's mouth. The new eyes cannot see, and the change in the fingers grants no advantage or ability. However, the fangs can be used to bite for 1d2 damage (or an additional 1d2 points of damage if the character already has a bite attack). A caster who normally has no bite attack suffers a non-proficiency penalty to attack rolls with the bite.

In addition to these transformations, spinnerets appear in the palms of the character's hands. With each activation, the caster can generate a 10-foot strand of webbing from each of the two spinnerets. With a normal attack roll, the caster can attack with a web strand as if it were a lasso (see the "Equipment and Economics" chapter). The web can instead be cast to wrap around an item, requiring the caster to either touch that item or roll an attack roll against an Armor Class determined by the DM based on the item's size, varying from AC 10 for a human-sized or larger item to AC 1 for an item that could be held in the palm of a normal human hand. The web is strong enough to support about 400 pounds.

Detriment: The Afflicted acquires demispider form, as described previously, permanently.

Wind

Ability Score: Constitution

Duration: Special

Description: The caster can generate a wind from his mouth. This wind moves at a speed of about 30 miles per hour and is sufficient to extinguish candles, torches, and other unprotected flames. Protected flames (such as those in lanterns) dance and have a 5% chance per level of the caster to be extinguished. Large fires are fanned 1d6 feet in the wind's direction. The speed of flying creatures is reduced by 50%. Vapors, small items, and levitating beings (or those using the Float Legacy) are moved by the wind. The wind lasts for a number of rounds equal to the caster's level, or it can be split into short gusts, one per round for a number equal to the caster's level.

Detriment: The Afflicted's features appear windswept, as if affected by an incredibly strong wind. The nose tilts, the eyes are a small distance to one side from where they should be, and the mouth's shape is distorted. In addition, a small vortex of wind surrounds the character, causing hair and loose clothing to whip about constantly. Small, light items are sometimes blown from pouches, backpacks, or even from the character's grasp.

Proficiencies

This chapter details new proficiencies for SAVAGE COAST campaigns. In addition to a number of new nonweapon proficiencies, there are new weapon proficiencies, new specializations, and notes on using natural weapons. The new weapons themselves are described in the "Equipment and Economics" chapter. This chapter also includes expanded rules for weaponless combat, such as martial arts, punching, and wrestling.

Weapon Proficiencies

In this setting, a number of races have natural attack forms. In order to maintain play balance between those races and more standard humans and demihumans, PCs with such natural attack forms must devote proficiency slots to them if they are to be used. This is similar to human and demihuman characters being required to spend proficiency slots to become more effective with their natural attack forms of punching and wrestling. Note that all humanoid PCs can use the normal punching, wrestling, and overbearing attacks as described in the *PHB* and *DMG*.

Characters can even specialize in punching, wrestling, and martial arts in the SAVAGE COAST campaign setting. Rules for other attack specializations are also detailed here.

Natural Attack Forms

The races of the Savage Coast have many different types of natural weapons: bite (for turtles, lupins, rakastas, and araneas), claws (for turtles and rakastas), rear claws (for rakastas), and web-casting (for araneas). The attacks are defined in the following text; damage is listed in **Table 11.11** in the "Player Characters" chapter. Note that members of these races used as "monsters" may not be proficient in all the natural attack forms of the race; for example, the average rakasta does not learn how to use rear claws. However, attack forms gained from Legacies automatically grant proficiency in that form whenever the Legacy is active.

Like other weapons, natural attack forms fall into these types: bludgeoning, piercing, and slashing. A bite (at least for these PC races) classifies as a piercing attack and claws classify as slashing attacks. Strength adjustments to attack and damage rolls apply to all natural attack forms.

Natural Weapons

This proficiency allows a character to take full advantage of one type of natural attack form. For example, a lupin with this proficiency could bite an opponent without suffering a non-proficiency penalty. Other lupins incur a non-proficiency penalty when biting. If the character wishes to use two attack forms, such as claws and bite, he must spend two weapon proficiency slots. However, if the race's natural attack form is with two claws, the character need spend only one slot to gain full use of both claws in the same round. For example, a rakasta can take one weapon slot for a bite attack and a second slot for a claw attack; the second slot allows the rakasta to attack with both claws in the same round at no penalty.

Note: Rakastas also have a special weapon unique to the race: war claws. Characters gain the war claw proficiency for free by taking the natural weapon proficiency for claws.

A **bite** attack requires characters to close their jaws on a portion of an opponent's anatomy. In some situations, however, the attacker might also suffer damage due to special properties of the victim. **Claw** attacks are made by slashing an enemy with claws on the hands. **Rear claw** attacks can be made only if the attacker has grappled with an opponent or has otherwise grasped the defender with both hands (such as by making two successful claw attacks and holding on). In order to make a rear claw attack, a character draws his feet up and uses his rear claws to slash the enemy. Of course, a rear claw attack cannot be made if any type of footwear covers the claws.

A **tail slap** can be used only against an opponent who is behind or flanking the attacking character; a character who cannot see an opponent suffers a penalty to the attack roll (-2, unless the attacker has no idea of the location of the individual in tail range). The **drowning** attack is a variation of the overbearing attack; drowning attacks can be made only by gurrash.

A **web-casting** attack closely resembles a lasso attack, with the same results. Only araneas can make a web-casting attack. The rope use nonweapon proficiency provides the character with a +2 web-casting attack bonus, just as it does for someone with the lasso proficiency. It takes 20 feet of webbing to immobilize a medium-size creature, about half that for a small or tiny creature, and about

twice that for a large creature. A lesser amount can be used to capture or entangle an opponent. Strands can be cut easily (requiring only 2 points of damage) and can be broken by a successful open doors roll.

Weaponless Attacks

Punching and wrestling rules are detailed in Chapter 9 of both the *PHB* and the *DMG*. Anyone can use punching or wrestling without the expenditure of a proficiency slot, but to specialize in either, characters must spend one weapon proficiency slot.

The martial arts system described below is condensed from the *CFH* and the *CPH*. By spending one weapon proficiency slot, any character can acquire the ability to use martial arts. Spending a second weapon proficiency slot gives the character specialization in martial arts.

In a SAVAGE COAST campaign, any character can specialize in more than one type of unarmed combat. Typically, however, only Nobles specialize in punching, and few people besides Fighting Monks specialize in more than one unarmed combat style. Some Savages and Traders specialize in wrestling, which is used to prove battle prowess without causing lethal damage.

Note that a character who carries a weapon in one hand and nothing in the other can punch with the empty hand, but the same penalties apply as for using a second weapon. A character specialized in martial arts, who wields a weapon in one hand and carries nothing in the other, can make a martial arts attack in addition to the weapon attack. As with punching, the character suffers penalties for the second attack.

A character with natural weapons (like claws) causes no additional damage when making an unarmed attack. Natural weapon attacks are considered separately. For example, a rakasta punches with the claws turned inward, not causing extra claw damage.

Punching Specialization

A character specialized in punching gains a +1 bonus on punching attack rolls, a +1 bonus to all damage done while punching, and a +1 bonus on the **Punching and Wrestling Results** table. The chart bonus reflects the character's superior accuracy. While most characters roll on the punching results table to determine which maneuver is made, the +1 table bonus allows the specialized character to choose from the rolled result or either result within one space of it (in other words, the result directly above or below it on the table).

Wrestling Specialization

A character specialized in wrestling gains a +1 bonus on wrestling attack rolls, a +1 bonus to all damage with wrestling (including damage per round of a continued hold), and a +1 bonus on the **Punching and Wrestling Results** table. The table bonus operates exactly like that for punching.

Martial Arts: Torasta

The martial arts described here belong to a sort of "generic" style. In most places on the Savage Coast, the skill is called torasta, usually acknowledged to be a combination of ancient tortle and rakastan unarmed combat styles.

At its basic level, torasta operates just like punching or wrestling. Torasta combat occurs when a character attacks with bare hands, feet, or head. No weapons are used in torasta attacks, but the character can hold a weapon in one hand—though not both—while performing this martial arts style with the other. If a character's torasta attack occurs in the same round as his weapon attack, penalties apply as if the character were attacking with two weapons.

When making a torasta attack, the martial artist makes a normal attack roll against the target's Armor Class. An attacking character who wears armor suffers from the armor modifiers for wrestling, as detailed in Chapter 9 of the *PHB* and *DMG*. Any other modifiers to the attack roll—such as those from Strength or using martial arts as a second attack—apply normally.

If the attack roll succeeds, consult **Table 14.1** for results. Damage modifiers for Strength apply to all torasta attacks.

Table 14.1: TORASTA RESULTS

Roll	Maneuver	Damage	%KO
20+	Head punch	3	15
19	High kick	2	10
18	Vitals kick	2	8
17	Vitals punch	2	5
16	Head bash	2	5

15	Side kick	1	3
14	Elbow shot	1	1
13	Body punch	1	2
12	Low kick	1	1
11	Graze	0	1
10	Body punch	1	2
9	Low kick	1	1
8	Body punch	1	2
7	Knee shot	1	3
6	Side kick	1	5
5	Head bash	2	10
4	Vitals punch	2	10
3	Vitals kick	2	15
2	High kick	2	20
1	Head punch	3	30

The "Roll" refers to the modified attack roll; the "%KO" refers the percentage chance that the maneuver has to knock out the target; maneuvers are described in the following text.

Body punch: The attacker lands a straightforward punch into the target's stomach or chest.

Elbow shot: The attacker plants an elbow in the target's chest, side, or stomach.

Graze: This begins as another maneuver but does not land firmly, merely grazing the target.

Low kick: The attacker kicks the target's leg or thigh.

Head bash: The attacker slams his forehead into the target's face.

Head punch: The attacker plants a good, strong blow with the fist to an enemy's head, particularly the jaw.

High kick: The attacker kicks the target somewhere in the upper body—stomach, chest, back, or shoulder.

Knee shot: The attacker brings a knee up into the target's stomach or thigh.

Side kick: This maneuver indicates that the attacker has time to prepare and launch a very powerful sideways kick (perhaps at the end of a cinematic leap).

Vitals kick: The attacker kicks the target at some vital point—groin, kidney, neck, solar plexus, etc.

Vitals punch: The attacker puts a fist into a vulnerable point, as listed under vitals kick.

Martial Arts Specialization

The torasta specialist gains a +1 bonus to attack rolls with torasta, +1 to damage rolls with torasta, and a +1 bonus on the **Torasta Results** table.

Continuing Specialization

Fighting Monks can continue specialization in any form of unarmed combat; Honorbound can continue specialization in martial arts; duelists and Nobles can continue specialization in punching. These characters are the only ones who can continue specialization in unarmed combat styles. In a SAVAGE COAST campaign, a character can devote multiple slots per level to continued specialization, if desired.

Continuing specialization requires the expenditure of one additional weapon proficiency slot per level of specialization. For each additional slot spent, the character gains a +1 bonus to attack rolls with the chosen combat style, a +1 bonus to all damage with the combat style, and an additional +1 bonus on the appropriate attack results table. For example, a character with a +2 chart bonus could choose the maneuver rolled, either of the two above it, or either of the two below it.

Special Attack Forms

Several special weapon maneuvers are described in the *PHB* and the *CFH*. Two of these maneuvers—attacking with two weapons and disarming—are repeated and expanded here because of their popularity on the Savage Coast, especially among the Swashbucklers of the Savage Baronies. In addition, another proficiency, "quick draw," is described here as well. This proficiency aids mostly in dueling, a popular pastime in the area.

Each of these abilities costs one proficiency slot. Some of these skills are only available to certain classes, though.

Disarm

This is a variation of the rules for attempting to hit a specific target, as described under "Hitting a Specific Target" in Chapter 9 of the *DMG*.

Intent to disarm must be declared before initiative is rolled. This maneuver can be used to dislodge any item held in one hand of a target. Just as with other called shots, the character attempting to disarm receives a +1 penalty to the initiative roll and a -4 penalty to the attack roll. The attack is then made against the target's normal Armor Class.

A successful attack sends the dislodged item 2d6 feet from the target's hand (unless some special factor prevents this). To determine the direction in which the item moves relative to the attacker, roll 1d6 with results as follows: 1, straight ahead of the attacker; 2, ahead and right; 3, behind and right; 4, straight behind; 5, behind and left; 6, ahead and left.

Other disarming maneuvers, as well as many details on called shots, can be found in the *CFH*.

Two-Weapon Style Specialization

Any warrior or thief can automatically wield two weapons at the same time without spending a proficiency slot. As explained in the *PHB*, however, the character suffers penalties of -2 with the main weapon and -4 with the second weapon. These rules also limit the choice of secondary weapon. Using a second weapon provides the character with one extra attack per round, barring *haste* and other similar magic, regardless of how many attacks the character can normally make.

Note that in this setting, punching and martial arts can be used as a "second weapon," though martial arts work this way only if the character is specialized.

Any warrior, rogue, Fighting Monk, Militant, or Swashbuckler can specialize in the two-weapon style by spending one weapon proficiency slot. This skill never requires a proficiency check.

If the character acquires the two-weapon style specialization, attacks made with two weapons suffer lesser penalties: 0 with the primary weapon and -2 with the secondary weapon. An ambidextrous character (as determined by the DM, or purchased at the cost of a proficiency slot of any type) with this proficiency suffers no penalties for either weapon. Also, as described in the *PHB*, a character's Reaction Adjustment can modify or negate these penalties.

In addition, characters with this specialization can use two weapons of the same size. The weapons can both be used for the same maneuver or different maneuvers (such as one striking and the other disarming). If used for different maneuvers, each receives a -1 penalty to its attack roll.

The Dominguez fighting school requires its members to purchase this skill. They receive no penalty to their secondary weapon attacks. See the "Secret Passes" section for details.

Quick Draw

Anyone able to choose nonweapon proficiencies from either the warrior or the rogue group may purchase the quick draw proficiency. This proficiency allows a character to more quickly use a ranged weapon during combat. The ability can be purchased as either a weapon or nonweapon proficiency.

To use this proficiency, a character must make a successful Dexterity check. If the check fails, the character fails to perform a quick draw in that round but suffers no other adverse effects. On the other hand, if the check succeeds and the character is firing a bow, crossbow, or firearm of any type, the character gains a -2 bonus on individual initiative. If individual initiatives are not being used, the character still gains the bonus, acting two steps earlier than others on his side of the conflict. Obviously, this is important only if the difference between initiatives for the two sides equals 2 or less.

A character with this proficiency who is also specialized in the use of a bow, crossbow, or firearm can still fire first in a round (before initiative is rolled), if the character has an arrow nocked and drawn or a crossbow or firearm loaded and cocked and a target in sight. In this case, the -2 initiative bonus applies to the character's next shot if the character gets a second shot in the same round, given the weapon type and the situation.

Secret Passes

One of the most important elements of swashbuckling is dueling. This new secret pass system heightens the excitement of these types of encounters. With the new system, PCs can join fighting schools to learn secret fencing moves and strategies.

Secret passes are fighting maneuvers that PCs must spend a great deal of time learning and perfecting. Still, the hard work pays off grandly in the end. These special maneuvers can mean the difference between a mundane win and a grandiose victory—and sometimes even between life and death.

The secret pass system should be used instead of, not in addition to, the critical hit system. Secret passes each cost one weapon or nonweapon proficiency slot. A PC may begin play with one secret pass only if he is a full member of a fighting school. (See "Fighting Schools" below for more details.) These passes can be performed only against humanoids or other creatures using weapons (DM's call otherwise). The DM should also feel free to expand the list of passes for each school or even add new schools, using these as guidelines.

Learning Secret Passes

Any PC can learn a secret pass if he joins a fighting school. A PC must accumulate one month's worth of training with a master and make a successful Intelligence check to learn the pass. If the check fails, the PC cannot try to learn that pass again until the next level of experience, but the proficiency slot is not lost. A PC learns a pass only on a specific weapon. Once a PC has learned a pass, however, spending one more proficiency slot on it would allow him to perform that pass with any one-handed sword he is already proficient in.

To learn a Difficult Pass, a PC must have already mastered two Basic Passes. To learn a Master Stroke, he must have already mastered two Difficult Passes. To learn a Death Move, he must have already mastered two Master Strokes. A PC can never have more Difficult Passes than Basic Passes, more Master Strokes than Difficult Passes, or more Death Moves than Master Strokes.

To determine which pass a PC's master chooses to teach him, refer to the list of passes for his school and roll for a pass that he is eligible for. If it is his first pass, roll for a Basic Pass. If he already knows two Basic Passes, roll for either a Basic Pass or a Difficult Pass (PC's choice). A PC can always go back and learn a lower level pass.

These special combat moves are almost always taught by a master swordsman. A PC cannot teach a move until he has known it for at least five levels of experience, and even then he must acquire permission from his school.

Stealing Secret Passes

Secret passes are just that—secret. One does not want to use them in public for fear that another swordsman might see and copy them. Generally, a swordsman would use such moves only in combats to the death, or at least duels held in secret.

Allowing someone to steal a move is not only dishonorable, but it can also be grounds for punishment by that school. Stealing passes, while not dishonorable, does anger the members of the school from which it is stolen.

A PC can steal only moves that he would be capable of learning. For example, a PC who knows only one Basic Pass could not steal a Master Stroke. In order to steal someone's move, the PC must see the pass used firsthand with no distractions (such as being in battle). A PC fighting nearby could not see the pass well enough to copy it. Even if it was used against him personally, a PC would not be able to duplicate the move. The PC must also be proficient in the weapon that was observed.

If all of these qualifications are met, then the PC can attempt an Intelligence check to see if he understands the move; if this check is successful, the PC must practice the move until he reaches the next level of experience. At that point, the PC must make another Intelligence check at a -4 penalty to actually master the move. If this check is successful, the PC has completely mastered that secret pass. If this check fails, however, the PC must continue the training and attempt another Intelligence check at a -3 penalty upon reaching the next level. The attempt gets easier each time.

A stolen pass still requires spending a proficiency slot. If the PC does not have one available at the time, he must wait to master the move until he does.

Using Secret Passes

The rapier is the most appropriate weapon for these moves, but any one-handed sword will suffice (subject to DM approval). Rapiers receive no penalty; other swords receive a -1 penalty to all secret pass attacks. DMs must use common sense in deciding which passes can be performed with some swords.

When a player rolls *at least* five points higher than his target number in an attack, this counts as an exceptional hit. In combat, any time a PC makes an exceptional hit against an opponent, he has the option to use a secret pass. The degree of success necessary for each type of move is given below in **Table 14.2**.

Table 14.2: SECRET PASS EXCEPTIONAL HITS

	Attack Roll Must Succeed By	
Pass	Rapier	Sword
Basic Pass	5	6
Difficult Pass	6	7
Master Stroke	7	8
Death Move	8	9

	Attack Roll Must Succeed By	
Pass	Rapier	Sword
Basic Pass	5	6
Difficult Pass	6	7
Master Stroke	7	8
Death Move	8	9

A player does not declare before rolling that he intends to use a secret pass. By rolling well in combat, the PC creates an opening for one of these maneuvers, and he can then choose whether to

take it or not. If too many people are around or he doesn't have an appropriate move available, he can choose to simply score a normal hit on the opponent.

The effect of a secret pass is always in addition to normal damage unless otherwise specified in the description. Some of the passes require a special condition, such as the use of a shield or second weapon or the presence of a certain object.

For example, Fernando (an 11th-level fighter) has a 10 THAC0 with his rapier. His opponent has an Armor Class of 3 due to his Dexterity and *+3 ring of protection*, so Fernando needs a roll of 7 to strike him successfully. An attack roll of 15 succeeds by 8 points, so Fernando can then choose to land a normal hit on him—or use any Basic or Difficult Pass, Master Stroke, or Death Move that he has learned. Fernando, having already been severely wounded, decides to perform the Surgeon's Knife, killing his opponent and ending the duel.

Fighting Schools

Secret passes differ according to school. The four most famous fighting schools on the Savage Coast are the Dominguez, Cavalcante, Moncorvo, and Verdegeld schools. These schools distinguish themselves by their differing philosophies. No one is ever allowed to join more than one school. Each school has its own set of secret passes, though some of the basic ones are similar. The schools each employ a few masters, who learn all the passes, and some instructors, who learn most of them.

Very selective in choosing their students, these schools often require a test (or series of tests) be passed before joining. Most schools also charge dues to their members, usually around 100 gp per year. This amount does not include any fee or demands made by the specific instructor before revealing a secret pass. The price of learning an individual pass can be as high as 200 gp per level of the pass.

The schools each have a secret phrase or signal that lets members identify one another. Someone who performs a secret pass and cannot identify himself as a member of that school could be in a bit of trouble.

Dominguez. The Dominguez fighting school originated in Torreón, but it has also become the most popular school in Renardy. It focuses on the two-weapon fighting style, so to be a member of this school, a character must spend an additional proficiency slot in that style. Dominguez members do not receive the -2 penalty to their secondary weapon attacks.

Table 14.3: DOMINGUEZ SECRET PASSES

1d4 Basic Passes

- 1 *Torreóner Two-Step:* This attack can be used only on the swordsman's first attack (that round). With it, the swordsman sets up his next attack, which he will use to throw his secondary weapon at a +2 bonus to hit.
- 2 *Swift Sting:* This attack inflicts a wound to the opponent's sword-bearing arm. Foe fights at an attack penalty of -2 until damage is healed. (Effect is cumulative with each secret pass until -10; then, the foe loses all use of that arm).
- 3 *Slow Counter-Step:* This attack automatically puts the opponent off balance until the end of the following round; he has a +2 AC penalty (AC 5 becomes AC 7). This attack inflicts no damage.
- 4 *Dominguez Double-Dive:* This pass can be used only on the swordsman's first attack (that round). This move is actually two successful attacks, so it also takes the place of the second attack. Damage for both attacks is rolled at a +1 bonus.

1d6 Difficult Pass

- 1-2 *Kiss of Steel:* Swordsman hits opponent with weapon hilt; opponent must make a successful Constitution check at a -6 penalty or be stunned, losing all attacks for one round.
- 3-4 *Morales Ironsnap:* Swordsman pins foe's weapon. If used against an opponent fighting with one weapon, the next attack automatically hits for maximum damage unless the opponent uses his initiative (if he hasn't already used it) to make a successful Strength check, freeing his weapon. If the Strength check fails, his weapon must successfully save vs. crushing blow or break. This attack inflicts no damage.
- 5-6 *Two-Handed Farewell:* No matter which attack it is performed with, this pass inflicts maximum damage for both weapons. This does not negate any other attacks

1d4 Master Strokes

- 1-2 *Torreóner Block and Strike:* This attack must be on the first attack (that round). The first weapon inflicts no damage, but the second weapon inflicts maximum damage if it hits. The swordsman also automatically gains initiative in the next round. If the opponent has not attacked this round, his next hit is effectively parried.

- 3-4 *Manzanas Blurring Tower*: Swordsman whirls blades so quickly that the opponent is confused, missing all attacks until the end of the next round and suffering a +2 AC penalty.

Death Move

Dominguez Necktie: Swordsman strikes with both weapons, opening the arteries in the foe's neck. Opponent can no longer fight and will die in 2d4 rounds if a healing spell (*cure serious wounds* or better) is not used.

Cavalcante. The Cavalcante fighting school originated in Texeiras but is becoming popular throughout the Savage Baronies. This school focuses on force. Practitioners prefer moves that display strength and power. To be a member of this school, a character must have a Strength of at least 13.

Table 14.4: CAVALCANTE SECRET PASSES

1d4 Basic Pass

- 1 *Agueira's Salute*: This attack is a crushing blow to the opponent's head. It gives a +2 bonus to damage; the opponent must make a successful Constitution check at a -4 penalty or be stunned, automatically missing his next attack.
- 2 *Cavalcante's Charge*: The opponent must make a Strength check at a -4 penalty or be forced backward 1d4+2 steps. This is especially useful when fighting on a ledge or cliff.
- 3 *Baronial Masquerade*: The swordsman distracts the opponent and rushes in, knocking foe's weapon to the ground. The swordsman automatically gains initiative next round and a +2 bonus on his next attack. This attack inflicts no damage.
- 4 *Texeiran Trounce*: Swordsman attacks forcefully enough to knock foe off balance. Opponent must make a successful Strength check at a -4 penalty or be thrown to the ground. His next initiative must be spent picking himself up.

1d6 Difficult Pass

- 1-2 *Iron Lunge*: The swordsman doubles the damage rolled for this attack and adds +2.
- 3-4 *Battle Royale*: The swordsman runs his sword through the opponent, doing maximum damage. The opponent must make a successful save vs. paralyzation at a -2 penalty or flee.
- 5-6 *Shattering Ram*: Swordsman strikes foe's weapon with his own sword, using massive force. Opponent's weapon must successfully save vs. crushing blow or be shattered. This attack inflicts no damage.

1d4 Master Stroke

- 1-2 *Scarlet Veil*: Swordsman gouges out one of the foe's eyes. Opponent receives a -2 penalty to all attacks and initiative rolls and a +2 AC rating penalty until the eye is magically regenerated. If both eyes are gouged out, the foe suffers a 4-point penalty to all the above.
- 3-4 *Sudden Squall*: Swordsman successfully hits for maximum damage and grabs a nearby object, hitting the opponent for an additional 1d8 points of damage plus any Strength bonus.

Death Move

Surgeon's Knife: Swordsman disembowels foe. Opponent can no longer fight and will die in 2d4 rounds. Only healing spells (*cure serious wounds* or better) can be used to repair this damage.

Moncorvo. The Moncorvo fighting school is a favorite of Swashbucklers all over the Savage Coast. This school originated in Vilaverde and still has its headquarters there. To be a member of this school, a character must either have the tumbling proficiency or a Dexterity of 13. This school also favors the use of a buckler.

Table 14.5: MONCORVO SECRET PASSES

1d4 Basic Pass

- 1 *Hidalgo Deathwish*: This attack inflicts a wound to the opponent's side. Foe suffers an AC penalty of +2 until the wound is healed. (Effect is cumulative with each pass until the opponent's AC is 10; then, the attack inflicts double damage.)
- 2 *Rapier's Harvest*: Swordsman can cut any single nonliving object within reach, such as a pouch, rope, candle, belt, or any object that can normally be cut by a rapier. This attack inflicts no damage.
- 3 *Baronial Panache*: Swordsman's spectacular skill requires foe to make a successful save vs. paralyzation or flee.
- 4 *Silk and Steel*: This attack lets the swordsman swirl a cloak to confuse his foe and entangle

opponent's weapon, causing him to automatically miss the next attack.

1d6 Difficult Pass

- 1-2 *Master Seal*: Swordsman carves a personal mark into the foe's forehead or clothing. Scar requires *regeneration* to erase.
- 3-4 *Swordsman's Gambit*: Swordsman tumbles under the foe's weapon and adds an extra 1d6 damage on this attack.
- 5-6 *Vilaverdan Slip*: Swordsman skillfully steps around a foe blocking the way (including through a doorway), automatically gaining initiative in the next round and a +2 bonus on his next attack roll.

1d4 Master Stroke

- 1-2 *Inigo's Rebuke*: Swordsman creates an opening for 1d3 extra attacks, which he must apply immediately.
- 3-4 *Swashbuckler's Eyebrow*: Swordsman slashes the opponent on the forehead, inflicting maximum damage and temporarily blinding foe, who attacks with a -2 penalty for the next two rounds.

Death Move

Moncorvo's Heartbreak: Swordsman pierces through the chest. Opponent can no longer fight and will die within 2d4 rounds if not healed magically (*cure serious wounds* or better).

Verdegild. The Verdegild fighting school originated in Eusdria. Popular with both paladins and Honorbound, this school teaches that superior skill is shown through control. Anyone can kill an opponent, but a superior swordsman can prove his skill without causing death. A duel ends when an opponent is disarmed or, occasionally, at first blood. Though practitioners of this style do not like to kill, they will defend themselves to the death if no other alternative presents itself.

Table 14.6: VERDEGILD SECRET PASSES

1d4 Basic Pass

- 1 *Corsair's Handshake*: This disarm attack will work even against an opponent using the two-weapon fighting style. Opponent must make a successful Strength check at a -4 penalty or drop all weapons he is currently holding. This attack inflicts no damage.
- 2 *Paladin's Reverence*: This attack inflicts a wound to the opponent's leg. Foe suffers a -2 penalty to initiative rolls until the leg is healed. (Effect is cumulative with each pass up to a -10 penalty; then, the opponent loses use of the leg.)
- 3 *Swordsman's Slice*: Swordsman can cut any single nonliving object within reach, such as a pouch, rope, candle, belt, or other object which can normally be cut with a rapier. This attack inflicts no damage.
- 4 *Show of Force*: Opponent must make a successful Dexterity check at a -4 penalty or be knocked to the ground. His next action must be used to pick himself up. The swordsman can choose to execute this attack for no damage.

1d6 Difficult Pass

- 1-2 *Royal Display*: Swordsman's superior ability frightens opponent so much that he must make a successful save vs. paralyzation at a -2 penalty or surrender.
- 3-4 *Knight's Accolade*: This attack inflicts damage to the opponent's sword-bearing arm. Foe fights at a -4 penalty to all attack rolls until arm is healed. (Effects are cumulative the first two times this is used; after that, the opponent can no longer use that arm.)
- 5-6 *Eusdrian Standoff*: Swordsman locks swords with the opponent, closing in until they are face to face. This effectively prevents any sword attacks by either of them until someone steps away. If the opponent steps away first, the swordsman automatically gains the next initiative with a +2 bonus on his attack roll. However, the opponent can attempt a Strength check at a -6 penalty to push the swordsman away; if he succeeds, neither receive any subsequent bonuses.

1d4 Master Stroke

- 1-2 *Musketeer Sundown*: This attack inflicts a hard blow to the side of the opponent's head. Foe must make a successful Constitution check at a -8 penalty or fall unconscious. This attack inflicts 1/2 damage.
- 3-4 *Honorbound's Courtesy*: The swordsman disarms the opponent and shreds his garments over a vital area. The opponent must make a successful save vs. paralyzation at a -4 penalty or flee (if

there is room) or surrender. The swordsman can choose to execute this attack for no damage.

Death Move

Verdegild's Sentence: Opponent's sword arm is severed (or at least completely disabled) at the elbow; opponent's hit points are automatically halved, and he must make a successful system shock roll or fall unconscious. He will bleed to death in 1d4 hours if not healed, magically or otherwise.

Weapon Specialization

In SAVAGE COAST campaigns, only single class fighters can specialize in the use of a weapon unless a kit specifies otherwise. They can also specialize in the use of more than one weapon if they care to devote the slots to the skill. In other ways, specialization is treated just as it is in the *PHB*, with the addition of some new weapons presented for the setting.

A character with natural weapons can also specialize. These specializations are treated exactly like melee weapon specialization. Since the claw proficiency already allows the character two attacks per round, specialization allows one extra attack per round.

Lasso (or web-casting) specialization is also possible in the Savage Coast campaign. The specialist gains the normal +1 bonus to attack rolls and +2 to bonus damage rolls; this damage bonus applies to all damaging effects except for strangulation (if a target is suspended with a lasso). A web-casting specialist can make two attacks in the same round if able to generate a web from each hand). Specialization does not otherwise grant extra attacks.

Boomerang specialization grants additional attacks, as indicated in **Table 14.7**. Specialization in throwing stones acts like dagger specialization in regard to the number of attacks allowed.

Fighters, Swashbuckler warriors and rogues, and Honorbound duelists can specialize in the use of the wheellock belt pistol or horse pistol. Such a specialist gains the point-blank range category like that of a bow or crossbow specialist, except with a range of 6 to 15 feet. The effect is a +2 bonus to attack rolls at point-blank range. No additional damage is caused, unless the character's bullets have a magical bonus. The number of shots allowed per round is shown in **Table 14.7**. As with bow or crossbow specialization, specialization in wheellock pistols allows a character to fire at the beginning of a round (before initiative rolls), if the pistol is loaded and cocked and a target is insight.

Table 14.7: SPECIALIST ATTACKS/ROUND

Level	Boomerang	Belt pistol	Horse pistol
1-6	2/1	1/1	1/2
7-12	3/1	3/2	1/1
13+	4/1	2/1	3/2

Nonweapon Proficiencies

Some of the proficiencies detailed here are adapted from other sources. In the case of any disagreements, descriptions in this book take precedence. The nonweapon proficiencies groups available to each class are listed in **Table 14.8**. Additionally, **Table 14.9** lists new nonweapon proficiencies available, along with the slots required for each proficiency, its relevant ability, and modifiers applied to that ability to determine the score for the proficiency.

Table 14.8: GROUP CROSSOVERS

Class	Proficiency Groups
Fighter	Warrior, General
Paladin	Warrior, Priest, General
Ranger	Warrior, Wizard, General
Cleric	Priest, General
Druid	Priest, Warrior, General
Any Wizard	Wizard, General
Thief	Rogue, General
Bard	Rogue, Warrior, Wizard, General

Note: All wizards—whether mages, wild mages, specialists, or elementalists—have access to the same proficiency groups. However, some specialty priests might be able to access groups other than those listed for the cleric. This is left to the DM's discretion, but access to other proficiency groups should make sense for the priest's chosen Immortal.

Proficiency Descriptions

Details regarding the use of each new nonweapon proficiency follow. For convenience, the group to which the proficiency belongs is listed in parentheses after the proficiency's name.

Table 14.9: NONWEAPON PROFICIENCY GROUPS

General Proficiency	Slots	Ability	Modifier
Alertness	1	Wis	+1
Boating	1	Wis	+1
Glassblowing	1	Dex	-1
Legacy lore	1	Int	-1
Metalworking	1	Dex	0
Observation	1	Int	0
Panache	1	Cha	0
Poetry	1	Int	-2

Priest Proficiency	Slots	Ability	Modifier
Ceremony	1	Wis	0
Curse lore	1	Int	-1
Storytelling	1	Cha	0
Veterinary healing	1	Wis	-3

Rogue Proficiency	Slots	Ability	Modifier
Acting	1	Cha	-1
Animal noise	1	Wis	-1
Fast-talking	1	Cha	Special
Fortunetelling	2	Cha	+2
Information gathering	1	Int	Special
Intimidation	1	Special	Special
Looting	1	Dex	0
Storytelling	1	Cha	0
Trailing	1	Dex	Special

Warrior Proficiency	Slots	Ability	Modifier
Acting	1	Cha	-1
Animal noise	1	Wis	-1
Dueling	1	Cha	0
Gunsmithing	2	Int	-3
Intimidation	1	Special	Special
Military tactics	2	Int	0
Redsmithing	2	Int	0
Veterinary healing	1	Wis	-3
Weaponsmithing	1	Wis	-3

Wizard Proficiency	Slots	Ability	Modifier
Alchemy	2	Int	-3

Acting (Rogue, Warrior)

Characters with this proficiency have the ability to portray a role and speak clearly and deliberately, conveying the message in both words and manner. This allows them to make a living on the stage and can even help a character fake emotions or assume a false identity.

Generally speaking, only a difficult or unrehearsed role, performed on short notice, requires a proficiency check. A successful proficiency check can dupe unsuspecting individuals, making the user appear genuine, though further actions can create suspicions and force new checks.

If someone disguises the character with magic or the disguise proficiency, the character's acting checks receive a -1 bonus to the rolls. If the character actually has the disguise proficiency as well as the acting proficiency, proficiency checks for both acting and disguise are made with a +1 bonus.

Alchemy (Wizard)

This proficiency grants its owner basic knowledge of both alchemical compounds and the equipment used to manipulate them. It does not allow the user to create magical potions, but it does permit the

individual to analyze and identify potions, poisons, and other substances—given the proper tools (alembics, retorts, burners, etc.—which are not the sort of things normally carried around). Proper identification requires a successful proficiency check.

Given the proper tools, a character with this skill can create an antidote to a particular poison. A sample of the poison or the blood of the poisoned individual is required for analysis. A failed check means that particular poison eludes the knowledge of the alchemist. Current theory holds that all poisons are relatively unique, so an antidote for the poison from the sting of one wyvern might not work for that of another. Antidotes can be created relatively quickly (1d10 rounds) but must be used immediately, since their efficiency diminishes within a matter of minutes. If stabilizing agents exist that allow antidotes to survive for a long time, they are tightly held secrets of professional alchemists.

An alchemist of the Savage Coast also acquires the knowledge required to make *smokepowder*, including the correct ratio of *vermeil* and *steel seed* required (about 2 to 1), and the amount of time required (approximately an hour per ounce, to properly heat and mix the ingredients).

If an Inheritor teaches the character alchemy, the proficiency also includes knowledge of the recipe for the base liquid needed to make *crimson essence*. An Inheritor teaches this recipe only to other Inheritors; teaching it to anyone else is grounds for being declared a renegade.

Alertness (General)

Characters with this proficiency are exceptionally attuned to their surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces a character's chance of being surprised by 1.

Animal Noise (Rogue, Warrior)

Sometimes known as mimicry, this proficiency enables a character to imitate noises made by various animals or make other simple sounds. Such sounds are often used to signal others without alerting enemy forces. A successful proficiency check means that only magic can distinguish the mimicry from the noise of a real animal. A failed check means the sound varies slightly from what it is intended to mimic. Even if the check fails, not everyone who hears the sound knows it is a fake. Those familiar with the sound being imitated recognize the fake automatically, but other listeners might have to make a successful Wisdom check to detect it.

Boating (General)

With this proficiency, a character can pilot any small water craft no longer than 35 feet (such as a canoe or raft), even operating at maximum speed. Such craft are usually maneuvered by paddles, though some have light sails. This skill also allows the character to make minor repairs and improvements in water craft, such as waterproofing and patching holes.

A successful proficiency check enables the character to handle the craft in treacherous situations, like maneuvering a boat through choppy water without capsizing or avoiding collisions when boating through a narrow, rocky channel.

Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, or oceans (close to shore), usually on relatively calm waters.

Ceremony (Priest)

This proficiency indicates that the character has a basic understanding of the rituals pleasing to a particular Immortal, church, or cult and can use them to his advantage. This also means the individual might know enough to fully despoil an enemy's temple, if so desired.

Priests automatically have the ceremony ability for their own church, should they have a specific Immortal or faith. Characters can take additional ceremony proficiencies for other Immortals without offending their own, provided they use the knowledge to advance the cause of their chosen Immortal.

Curse Lore (Priest)

Characters with this proficiency have a fairly precise knowledge of the Red Curse, its effects, and its manifestations. They know all the legends of the Red Curse's origins and probably have a favorite. More useful is the fact that they know the true properties of the land's magical materials, are familiar with how magic interacts with the Red Curse, and are able to understand divinations more clearly (see the "Magic" chapter). With a successful proficiency check, such a character can recognize the stages of the Red Curse's manifestation and determine how far into the process someone is. The character can also determine the accuracy of a newly acquired piece of knowledge about the Red Curse, assuming he makes a successful proficiency check.

Dueling (Warrior)

The dueling proficiency provides its possessor with knowledge of all the rules of dueling for the different nations and states of the Savage Coast. This applies to duels with pistols, swords, other weapons, and even martial arts. The character can mediate duels and never makes a rules misstep when participating in one.

Suggested game mechanics for dueling are covered in "The Campaign" chapter; samples of dueling regulations of different cultures are described there as well.

Characters with this proficiency are very calm and collected during a duel. Those who make a successful proficiency check can stare down an opponent for a full round, shaking that opponent's resolve. The opponent then suffers a -2 penalty to his next attack roll, and opponents with the quick draw proficiency suffer a +2 penalty to their next proficiency check for that skill. Opponents who possess the dueling proficiency can attempt a Wisdom check to avoid the effects when it is applied against them.

Fast-Talking (Rogue)

Fast-talking is the art of distraction and conning. If the fast talker makes a successful proficiency check, he perpetrates the attempted scam with no trouble. If the proficiency is used against a player character and the check is successful, whatever the fast-talker says sounds reasonable to the PC.

Modifiers to the roll for the proficiency check are based on the target's Wisdom and Intelligence, as shown on **Table 14.10**. The DM can also introduce modifiers according to the difficulty or plausibility of what the fast-talker is attempting to achieve. All modifiers are cumulative.

Table 14.10: FAST-TALKING MODIFIERS

Target's Intelligence	Target's Wisdom	Modifier
3 or less	—	NA
—	3 or less	-5
4-5	4-5	-3
6-8	6-8	-1
9-12	9-12	0
13-15	13-15	+1
16-17	—	+2
18	16-17	+3
19	18	+5
20+	19+	NA

Targets with Intelligence of 3 or less are so dim that attempts to fast-talk them fail automatically because they cannot follow what is being said. (Still, creatures that stupid are easy to fool in other ways.) Targets with an Intelligence of 20, or more or a Wisdom of 19 or more, are impervious to fast-talking.

Fortunetelling (Rogue)

This proficiency includes knowledge of a variety of methods of divination, mostly fake. The character with fortunetelling is usually familiar with numerous devices and methods, such as cards, palm reading, interpreting bird flight, and so forth. At the very least, the character is familiar enough with these practices to appear to be an authentic soothsayer.

In this campaign, some predictions by such characters are accurate, though the proficiency confers no magical powers. If the proficiency check is a 1 or 2, the character using the skill has a flash of insight and is able to make an accurate prediction based on the method used. If the check succeeds with any other number, the character simply invents a prediction that the client believes. If the check fails, any prediction made is not believed by the client. Note that fast-talking modifiers can be applied with the fortunetelling proficiency if the DM allows it.

Glassblowing (General)

This proficiency indicates that the character is trained in the craft of glass-blowing and can make a comfortable living at it, given the proper materials. The skill allows the user to make unique, hand-crafted items, as well as more traditional bottles or windows. Large sheets of glass are all but unknown on the Savage Coast; windows are made of smaller, hand-crafted pieces. The character also knows the basics of cutting and etching glass, performing these tasks with a +4 penalty to the

proficiency check.

This proficiency cannot be taken by characters of primitive tribes until those characters reach an area where they can learn glassblowing.

Gunsmithing (Warrior)

Characters with this proficiency are able to build and repair wheellock pistols. If the proficiency check for building fails, the pistol has some error that causes it to explode the first time it is used, causing 1d8 points of damage to the user. If a check for repair fails, the character breaks something in the firearm, necessitating two successful checks to repair it.

Information Gathering (Rogue)

This proficiency allows a character to gather information, usually from the underworld and commonly in regard to roguish jobs and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating around the area; this character can gather twice as many rumors as other characters in the same situation.

With a successful proficiency check, specific information about a person or place can be gathered. The DM can modify the proficiency check according to the specificity of information desired. Reaction adjustments based on Charisma can also affect the check, provided the situation requires the character to talk with people during the search. Membership in a guild or other organization gives the skill user a +2 bonus to the proficiency check, because the character can gain information from connections in his organization.

Since this proficiency depends on a network of informants and contacts, characters using it are at a disadvantage when trying to gather information outside their regular base of operations (a neighborhood of a city, a town, or a whole province in some cases). Outside this territory, a proficiency check is required for such a character to hear rumors, and gathering information incurs a penalty of -3 to the proficiency checks. The DM can increase the penalty for truly foreign areas.

Whenever a proficiency check is required for information gathering, the gatherer must make a small investment for drinks, bribes, or other incentives. This money is spent whether or not the proficiency check is successful. A total of 1d10 gp is typical; if this amount is not spent, an additional -3 penalty is applied.

Characters can continue searching for rumors if they fail at first, making a new proficiency check each day. The DM may choose to modify the character's chances of success as a result.

Intimidation (Warrior, Rogue)

By using this proficiency, a character can bully or otherwise influence others through force or threats. The skill is ineffective against PCs or against NPCs of 5th level or higher. The DM can apply modifiers for particular situations (such as when a low-level ruler is surrounded by guards and supporters).

The character can use either Strength or Charisma to determine the score for this proficiency, with a -2 penalty. If Strength is used, the character is threatening immediate bodily harm; if Charisma is used, the intimidation consists of more subtle threats.

If the proficiency check is successful, the target NPC is convinced that the character is ready and able to make life miserable for him. The NPC will act according to the PC's wishes for a short time but might harbor resentment, planning revenge. A failed proficiency check indicates that the intimidation attempt results in a curt rebuff or even a call to combat.

Legacy Lore (General)

Legacy lore is similar to the spellcraft proficiency. If a character with this proficiency sees the manner in which a Legacy is used or any transformational or detrimental effects of a Legacy, the character has a chance to identify that Legacy. A successful proficiency check allows correct identification (though a failed check might still come close to identifying the Legacy used). With a second successful proficiency check, the character can remember some details about the Legacy identified, such as duration or approximate damage. If the character happens to have the same Legacy, or a related one, the check is made with a +3 bonus. This proficiency also provides a bonus when a caster attempts certain divination spells (see the "Magic" chapter).

Looting (Rogue)

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, if a character had only about two minutes to ransack a room before guards arrive, a successful proficiency check would allow the character to recognize and take the most valuable combination of items available, given space and time limitations.

Metalworking (General)

Characters with this proficiency can work artistically in silver, copper, gold, tin, brass, and other soft metals. They produce beautiful and useful metal items, such as oil lamps, vases, trays, and so on. They can also construct lovely jewelry.

A successful proficiency check results in an item of high quality. Failure may indicate that the character has fashioned something ugly. More often, failure means the item still looks pleasing but is somehow flawed or fragile, failing when put to the test.

Characters with an artistic ability proficiency that relates to metalworking gain a -1 bonus to rolls for metalworking proficiency checks. While metalworking allows characters to mold iron or steel with some deftness, it does not grant them the ability to make effective weapons, armor, or tools. Metalworkers can attempt to repair nonmagical armor made of metal, but a failed proficiency check results in destruction of the armor (people seeking armor repair should visit an armorer). A metalworker can add engraving and inlays to armor.

Inheritors with this ability also learn the correct ways to manipulate and shape *cinnabryl*.

Military Tactics (Warrior)

Characters with this proficiency are so well trained in the concepts of military organizations and performance that they can interpret the movements of enemy forces and plan accordingly. To properly use this proficiency, a character must have accurate data as to the nature of the enemy force, either from magical scrying or mortal spies. This applies whether dealing with a band of marauding orcs or an enemy army.

When using this proficiency (with accurate data), the character gains a "double-check" to any plans, whether they are invasion or ambush. The DM makes a proficiency check in secret; if it succeeds, the DM should suggest a few ways to make the plan work better (though the player can reject advice as desired). A failed check means the DM can be silent on the matter, encourage a faulty plan, or even make foolish recommendations.

Observation (General)

This proficiency gives a character exceptional observational powers. If something is askew, the DM should secretly make an observation proficiency check for the character. A successful check means that the character notices something out of place.

This proficiency can also be used to increase a character's chance of finding secret or concealed doors by 1 in 6.

Panache (General)

Even though characters must expend nonweapon proficiency slots to learn panache, it is not a typical nonweapon proficiency. Instead, panache is a special effect native to the Savage Coast that characters can learn how to control. Simply put, the panache special ability allows characters to take advantage of the flamboyant, swashbuckling, adventuresome nature of the Savage Coast to mold situations to their advantage. Characters with panache can do what may seem to be impossible and even accomplish it with style.

Accumulating Panache Points. When a character learns panache, he gains the ability to accumulate Panache Points (PPs). PPs are an accumulation of heroic energy gathered by flamboyant individuals and expended, almost unconsciously, on their behalf. A character can accumulate a number of PPs equal to his current level plus his Charisma reaction modifier. So, a 1st level character with an 18 Charisma can accumulate up to 1 (his level) + 7 (his reaction modifier) = 8 PPs. A 5th level character with a 3 Charisma, however, can only accumulate 5 + (-5) = 0 PPs.

Of course, obtaining the panache special ability doesn't give characters PPs automatically. Characters must accumulate them by performing heroic and dangerous actions in a flamboyant, stylish manner. A panache-using character does not approach a problem by thinking "How can I accomplish this task?" but, rather, "How can I accomplish this task and come out looking *great*?" If an action is performed in a flamboyant manner, the DM can award PPs to the character even if it fails.

For example, two characters are standing on a balcony, looking at a bar fight below. They see Pirate Pete, Scourge of the Savage Coast, standing in the doorway. Pete pulls out his wheellocks and prepares to fire into the crowd. The characters must do something to prevent this (people who owe them money are in the crowd).

The first character, Miguele de Rocha, is a fighter who does not use panache. Drawing his weapon, he runs down into the crowd, forcing people aside with his great strength and using his Dexterity to side step battles. Because of his natural abilities, he should feasibly be able to cross the room in one round.

The second character, Melisande Sharp, is a swashbuckler who has learned panache. She could draw her rapier and follow her large partner through the crowd, arriving in front of Pirate Pete at the same time, but that would be extremely dull. Instead, she chooses to grab the rope of a nearby chandelier and cut it with her dagger, using the force of the descending weight and her tumbling proficiency to swing over the bar fight, right at Pirate Pete. When she gets there, instead of kicking him or drawing her sword, she kisses him full on his lips, stunning the scoundrel and allowing Miguele (who catches up breathlessly) to attempt to disarm the man.

When Melisande Sharp does this, the DM is encouraged to reward her inventiveness and devil-may-care attitude with a PP award (1–2 PPs is the standard award for a flamboyant act in the middle of an adventure). The DM may choose, instead, to make a note of the accomplishment and award Melisande a bulk award at the end of the adventure. However the DM does it, Melisande should gain some PPs for her exciting display.

Spending Panache Points. PPs can later be spent to increase the chance a character has of accomplishing a task, or even to accomplish a seemingly impossible task with little effort. The simplest translation of this effect in game terms is that if a character spends a PP, he gains a +1 (or +5%) to whatever action he is currently performing. The action could be an attack, a non-weapon proficiency check, or even a one-round improvement of his armor class. Virtually anything can be improved by panache. In addition, the character can spend a number of PPs equal to his level on any one action. So, a fifth-level character could spend 5 PPs to improve his chances on any single action by +5 (or +25%).

The other way to spend PPs leaves the exact effects up to the DM. A character can spend a bulk amount of PPs to accomplish a task (usually one for which few rules exist). The DM then determines whether or not the character is successful, possibly asking for attribute or nonweapon proficiency checks at the same time. The character might spend 1, 5, or 10 PPs, hoping to accomplish a particular action. In order to rate these types of actions, the DM can use the examples in **Table 14.11**.

Table 14.11: BULK PP EXPENDITURES

Spend Accomplish . . .

1 PP	a normal task automatically: a non-weapon proficiency check or impressing a potential employer.
5 PP	a challenging task automatically (or with a few skill rolls): diving from the crow's nest of a ship into the water safely or making a hostile enemy retreat.
10 PP	a seemingly impossible task with a skill check: diving from a castle tower into a moat or taking over the leadership of a band of hostile mercenaries.

While this chart is only a series of benchmarks, it should give DMs something to work with.

If a character spends PPs to accomplish a particular action, that character receives no PPs as a reward for that action. The rationale is simple; if the character spends PPs to do something, he is actually taking less of a risk. This does not affect awards given out for accomplishing adventure goals, however, since they are awarded based on a long series of actions, not one single action.

Characters cannot simply spend Panache Points to get any of the above effects. PPs are not just a game mechanic to cheat or avoid die rolls. The characters must substitute roleplaying and description for these things. **Whenever a character spends even one PP, the player must describe, in detail, how his character is using panache to accomplish his action, or that action will automatically fail.**

For example, Melisande Sharp is in trouble again. Pirate Pete's men have grabbed Miguel from behind. The Scourge of the Savage Coast is not amused by Melisande's little trick; he throws her to the ground and draws his cutlass, preparing to carve her into bait.

Melisande's player states she'll use 5 PPs to decrease her AC from 8 to 3. The DM then asks for a description of her action; the player can't just mark 5 PPs off Melisande's sheet and leave it at that.

The player describes Melisande's action: "Melisande reaches around on the ground and finds a metal tankard, apparently cast off in the fighting. She swings the heavy cup around, blocking Pirate Pete's fatal blow. When Pete retreats in surprise, Melisande throws the mug in his face and flips onto her feet, saying, 'Now, let's dance!'"

Since this is a colorful description sure to impress "the natives," the DM allows the PP expenditure. However, if Pirate Pete rolls well enough to hit AC 3, Melisande will get hit despite her panache. She can't change the outcome of an action; she can only state her *intent*.

Gauche Points. If a character runs out of PPs or has none left, he can accumulate Gauche Points (GPs) in exchange for the PPs he needs. For every GP a character takes, he gets one PP. The maximum number of GPs a character can have is always ten.

GPs tie into the "trouble magnet" aspect of the swashbuckler's lifestyle. GPs can be used by the

DM at almost any time to make the character's life more difficult. During an adventure, the DM can tell a character who has accumulated GPs to mark one off and then give the player bad news. Whenever a GP is used, something bad or unexpected happens to the character.

The DM can "spend" GPs two different ways. The easiest way is to cancel out a successful action performed by the character, immediately after it is performed. One GP erased cancels one successful action. The character can try to perform the action again if circumstances allow, but that prior success is negated.

The DM, however, is also constrained by the panache rules. He must describe, in detail, how the action was negated.

For example, when Melisande Sharp spent her 5 PPs to improve her armor class, she had to "buy" 2 PPs with 2 GPs, so she now has two Gauche Points that the DM can use at any time to make her life more difficult.

Currently, Melisande is dodging Pirate Pete's blows. She grabs up a chair and swings it at him, catching him right over the head and doing maximum damage. The DM notices that this would knock Pete unconscious and end the fight, so he tells Melisande to mark off a GP right away and then describes how the action failed.

"As you raise the chair over your head, you notice the fear in Pirate Pete's eyes. Desperately, he raises his arms to protect his head, but too late—you bring the surprisingly light chair down on his skull! Well, you think you do. When you look at your hands, you notice you are holding two broken chair legs. Next time, you should look more closely at the weapon you choose. Meanwhile, Pete growls and hefts his cutlass again. This fight is far from over!"

The one exception to this cancellation of successful actions is simple. If a character spends PPs to succeed at an action or improve his chances, the DM cannot use a GP to cancel that success.

The other way a DM can use GPs is a little more subtle and a little more interesting. The DM can have a character erase one GP to introduce a "story twist," an event or situation that makes the situation more complicated for the character.

For example, Melisande and Pirate Pete are still sparring in the bar as Miguel holds Pete's men at bay. Melisande still has 1 GP left; the DM asks her to mark it off as he describes what happens next.

"You breathe a sigh of relief as you see the city watch burst into the tavern. Everyone pauses in their battle; Pirate Pete lowers his cutlass.

"'You!' the leader of the watch yells at Pete, 'Drop your sword!' You smile. Pete is the only armed person in the bar. Surely, the watch will haul him off.

"However, as the leader approaches Pete, you see the pirate dig into his pocket and come out with a gem the size of your eye. Without hesitating, he flips it to the watch commander. 'Now, I'm sure you fine officers can tell who the *real* culprits are, can't you?' Both Pirate Pete and the watch captain turn to face you."

This method of spending GPs ties into the "trouble magnet" aspect of the swashbuckling lifestyle. This gives the DM a very useful tool in introducing surprises for the panache-using character.

Poetry (General)

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. Normal recitals require no proficiency checks. For composition of original poems, a successful proficiency check indicates above average quality.

Redsmithing (Warrior)

Characters with this proficiency are able to shape *cinnabryl* and *red steel* into useful shapes. This ability is necessary in the production of weapons and other items of *red steel*, so such a character is often in high demand, usually finding it easy to make a living as a redsmith.

This proficiency includes thorough knowledge of *cinnabryl* and *red steel*, including as how these substances are affected by heat and pressure. The character is familiar with *cinnabryl* talismans and amulets and is often necessary (at least as an adviser) in their production.

Storytelling (Priest, Rogue)

This proficiency grants the ability to captivate an audience with stories, making moral points and bringing humor through the tale. It does not allow an individual to draw a group from other actions just to listen, nor to prevent them from reacting if the tale is interrupted. It simply enables a character to tell stories well and perhaps even make a living at it. Some societies, especially the primitive cultures of the Savage Coast, hold storytelling in high regard.

If a character with this proficiency has knowledge in other areas (especially local history, ancient history, or lore of any kind) and uses this in the tale, the character should gain a bonus of +1 to +4 to

the proficiency check. If the character speaks from personal experience, an additional +2 bonus should be applied as well.

Trailing (Rogue)

Trailing is similar to tracking, but it is used in urban centers, rather than in the wilderness. This includes the talent of trailing someone who may be attempting to blend into a crowd, duck around corners, or get lost in the confusion of a busy street.

A proficiency check is first made to see if the trailing character is able to trail without being noticed. The person trailing suffers a -5 penalty to the proficiency check if the person being followed has the alertness proficiency. If the trailing character is noticed, the person being followed might try to evade. To keep from losing the trail, the trailing character must make another proficiency check. The DM can apply a modifier between +3 and -3, depending on the two characters' relative familiarity with the area.

Other modifiers based on the situation can also be applied, such as a penalty for avoiding notice if the street is relatively clear or a bonus if in a crowd. The check for following the target can be penalized for a crowd setting or given a bonus for a clear area.

For any trailing proficiency check, a -3 penalty to the roll applies if the person being followed also has the trailing proficiency (presumably knowing a few tricks for evading pursuit).

Veterinary Healing (Priest, Warrior)

This skill resembles the healing proficiency, except that it applies to nonhumanoid monsters and animals. Its effects imitate those of the healing proficiency, except that a character with veterinary proficiency can also identify and treat diseases in monsters and animals. A successful proficiency check means that natural diseases take the mildest forms and last the shortest duration possible. Supernatural creatures and creatures from other planes cannot be treated with this proficiency.

The veterinary proficiency can be used on humanoids at half the normal chance for success. Veterinary healing is not cumulative with the healing proficiency; the first one used takes precedence.

Weaponsmithing, Crude (Warrior)

This proficiency allows the character to make simple weapons out of natural materials. This skill is most often used by those from a primitive or tribal background. Crude weapons are limited to natural materials: stone, wood, bone, sinew, reeds, and so on. The DM can add additional primitive weapons to the list.

The character must be proficient in the use of the weapon he is trying to make. Any character with the hunting proficiency gains a +3 bonus to crude weaponsmithing proficiency checks.

If the proficiency check succeeds, the weapon can be used normally; if it fails, the weapon is so badly flawed that it is useless. If the roll for the proficiency is a 20, the weapon seems sound but breaks on the first use. Whenever a weapon of wood, stone, or bone hits a target, an additional 1d20 must be rolled; on a result of 1, the weapon breaks. If when the weapon is made the proficiency check rolled is a 1, the weapon is so well crafted that it does not ever need to be checked for breakage.

Weapons that can be made with this proficiency, and the time required to make them, are listed in the following chart. Note that these times are for high quality weapons; a character can also make an extremely crude version of a weapon in 2d4 hours (though it most likely won't last long). If the proficiency check for a quickly made weapon fails, the weapon is useless. If the proficiency check succeeds, whenever the weapon is used, roll 1d6; the weapon breaks on a roll of 1 or 2 if it hits an opponent and on a roll of 1 even if it misses. If the proficiency check to make the weapon succeeds with a roll of 1, this is a special case. The maker has discovered just the right materials for the weapon, and it serves as a standard crude one, rather than extremely crude.

Table 14.12: CRUDE WEAPON CONSTRUCTION

Weapon	Construction Time
Arrows	7/day
Axe, battle	4 days
Axe, brol	8 days
Axe, hand	1 day
Axe, throwing	6 days
Bolas	3 days
Boomerang	8 days
Bow, long	15 days
Bow, short	12 days
Club	1 day

Club, great	1 day
Dagger	2 days
Dart	3/day
Dart, hessta	1 day
Javelin, bok	1 day
Knife	2 days
Lance, flight	2 days
Maga	3 days
Nunchaku	2 days
Quarterstaff	1 day
Spear	2 days
Staff sling	3 days
Throwing stone	3 days
War hammer	5 days

Equipment and Economics

The Savage Coast setting provides several types of weapons and equipment new to the AD&D game. In addition, a number of special materials exist for making useful items in this region. This chapter describes those new items and materials, and includes notes regarding changed prices and availability of certain equipment.

Money

The Savage Coast uses the monetary system presented in the *PHB* (unless the Savage Coast is placed into a world with a different standard). However, barter is popular in many of the regions of the coast. In addition, coins made on the Savage Coast have a pinkish glow due to contamination by *vermeil* during casting. Savage Coast traders immediately recognize coins from other regions and may not accept them, at least at full value.

Several of the nations of the coast mint coinage, including Slagovich, Torreón, Narvaez, Saragón, Almarrón, Gargoña, Cimmarron, Eusdria, Robrenn, Renardy, Bellayne, Herath, and Nimmur. However, sizes are reasonably similar, so a Cimmarron copper piece is worth the same as an Eusdrian copper piece.

Copper pieces and gold pieces are minted by each of the nations named here, except Robrenn. Each of the nations named here, except for Eusdria, also mints silver coins (this is the only coin minted by Robrenn). Only the baronies named here, plus Eusdria, Bellayne, and Slagovich, make coins of electrum. Platinum coins are rare but can occasionally be found in the baronies, Renardy, Bellayne, Herath, and Slagovich. See **Table 15.1** for names of coins along the Savage Coast.

Special Materials

Most weapons, armor, and equipment in the AD&D game campaign are made using carbon steel. On the Savage coast, some weapons and equipment are made of unusual materials.

The enduks and manscorpions craft bronze armor, but few others use this metal. Most tribal cultures craft their weapons from stone, bone, wood, and other simple, natural materials. The ee'aar use weapons of glass (actually glassteel), which have spread somewhat into other places. Ee'aar sometimes even make armor of glassteel. In addition, *red steel* weapons are becoming popular on the coast, spreading from the Savage Baronies. In some places, *red steel* is crafted into armor (albeit rarely).

Table 15.2: WEAPON MATERIALS

Material	Cost	Weight	Damage Attack	
Steel	100%	100%	—	—
Glassteel	500%	50%	—	—
<i>Red steel</i>	1000%	50%	—	—
Bone	30%	50%	-1	-1
Stone	50%	75%	-1	-2
Wood	10%	50%	-2	-3

Special materials of the Savage Coast are detailed in the following text. The attack and damage adjustments for special weapons are listed in **Table 15.2**. The damage modifier applies to the weapon's normal damage, down to a minimum of 1 point of damage per hit. The attack modifier applies to all attack rolls with a weapon of the given material, but it does not apply to missile weapons. The chart also lists the relative weight and cost of weapons made of alternate materials. For the price and weights of other metals used for equipment, refer to Chapter 6 of the *DMG*. Weapons made with other metals cause the same damage as steel weapons, unless made entirely of a soft metal such as silver or gold. Soft-metal weapons are treated like wooden weapons in regard to damage and attack adjustments.

Note that rules presented here take precedence over those presented in other sources.

Stone, Bone, and Wood

The less technologically advanced cultures of the Savage Coast are unable to work metal. As for phanatons and wallaras, they prefer to use materials other than metal for weapons and equipment.

Gurrash have not yet learned the skills needed to make metal items; caymas can do fine metalwork but do not smelt metal; a few shazaks are learning the skills of smelting and forging but are still unable to make high-quality steel weapons, usually trading for steel weapons and equipment.

Weapons of natural materials are usually crafted using primitive tools. A tribe's weapon-maker might have a stone tool that is used to scrape wood into shape or chip flint. Points of wooden weapons are typically hardened in a fire. Stone weapons are typically made using flint, though some (usually in the eastern lands of the Savage Coast) use obsidian instead. Other details regarding the construction of weapons from natural materials can be found in the description of the weaponsmithing (crude) nonweapon proficiency in the previous chapter.

In general, weapons of stone, bone, and wood are not as sturdy as their steel counterparts. Stone and bone weapons are brittle and do not hold an edge well. Wood is typically more supple, so it breaks less often. However, wood does not hold an edge or point well, and it can be bent relatively easily. Whenever a bone, stone, or wooden weapon hits its target, roll 1d20. If the roll is a 1, the weapon breaks or is so badly damaged that it can no longer be used effectively. This roll should not be made for blunt wooden weapons, such as the club or quarterstaff, which do not break easily.

Stone, bone, and wooden weapons are less effective than their metal counterparts. If a weapon (or weapon-head in the case of spears, arrows, and so forth) normally constructed with steel is instead made from stone, bone, or wood, it has a worse chance to hit than normal, and causes less damage, as shown on **Table 15.2**.

Table 15.1: MONEY ON THE SAVAGE COAST

	Baronies	Slagovich	Eusdria	Robrenn	Renardy	Bellayne	Herath	Nimmur
CP	Centa	Stonik	Groschen	--	Sou	Penny	Zet	Unu
SP	Dies ¹	Viller	--	Groat	Écu	Shilling	Rezhna	Eshuk
EP	Medio	Levu	Taler	--	--	Quid	--	--
GP	Oro	Korun	Geld	--	Renár	Pound	Vaim	Ver
PP	Real ²	Halav	--	--	Roi	Crown	Rach	--

1. Pronounced *dee-EHS*

2. Pronounced *ray-AHL*

Note that weapons such as clubs, quarterstaves, bolas, and nonakas are normally made with wood, stone, or bone. The modifiers in **Table 15.2** do not apply to any of these weapons, and they need not be checked for breakage when they hit successfully. Making such weapons out of metal instead of natural materials does not give them any damage or attack bonuses, though it does increase their weight and cost. Steel versions of wooden weapons weigh twice as much and cost 10 times as much; steel versions of stone weapons weigh about a third more and cost twice as much.

The brol (stone axe), hessta (bone-tipped dart), and maga (club lined with shards of stone or bone) are something of a special case. When constructed with metal, they hit successfully more often and cause slightly more damage, as explained under their individual descriptions later in this chapter. Also, stone weapons shaped with the *stone shape* spell or the Shape Stone Legacy do not suffer any of the penalties normally attributed to stone weapons. They are less brittle and do not break as easily; the better control of shaping also allows them to attack and cause damage as metal weapons.

Buying and selling primitive weapons can be difficult. Of all the tribal cultures, only the shazaks care to use money; other primitive races barter for their needs. Characters who wish to buy a primitive weapon from a tribe member must offer something of the same approximate value in trade. (Of course, the item must also be something the tribe member desires.) Tribe members trading for more advanced weapons pay by barter as well.

Glassteel

The ee'aar construct weapons of glass, causing them to acquire the properties of steel with the *glassteel* or *minor glassteel* spells (the latter is described in the "Magic" chapter). Ee'aar also make *glassteel elven chain mail*; this is always made for winged beings, either ee'aar or enduks. Some ee'aar wizards enchant glass items such as tools or decorations, while the most skilled wizards of the ee'aar homeland enchant large pieces of glass used to construct homes and other buildings. Note that the price for glassteel listed in **Table 15.2** is for glassteel items sold outside the ee'aar lands or to anyone other than ee'aar or enduks.

Items made of glassteel radiate magic. Weapons of glassteel are considered magical for purposes

of striking beings that can be hit only by magical weapons, but they grant no bonuses to attack or damage rolls unless enchanted for that purpose.

Red Steel

Items of *red steel* are a valued commodity in the lands of the Savage Coast. The material is almost always used to forge weapons because weapons of *red steel* can strike beings normally hit only by weapons of at least a +1 enchantment, as well as those creatures normally hit only by silver or cold iron. However, *red steel* weapons grant no bonuses to attack or damage rolls unless enchanted for that purpose.

Information on *red steel* armor can be found in the next chapter. General information on *red steel* can be found in "The Curse and the Legacies" chapter and the "Magic" chapter.

The price in **Table 15.2** is the price at which *red steel* is available to most people. Inheritors can purchase the substance from other Inheritors at half that price. Since Inheritors use so much *cinnabryl*, thereby converting it into *red steel*, they seldom have difficulty locating a supply. An Inheritor never overcharges another Inheritor (even one from a different order), but he may refuse to sell at all. When dealing with people outside the orders, Inheritors usually sell *red steel* for the price listed.

Table 15.3: SPECIAL ITEMS

Item or Material	Price		
<i>Cinnabryl</i> (per ounce)	1 gp		
<i>Cinnabryl</i> amulet (8 ounces)	12 gp		
<i>Cinnabryl</i> talisman	32 gp	(16	ounces)
<i>Crimson essence</i>	200 gp		
<i>Crimson essence</i> base	50 gp		
<i>Crimson essence</i> ingredients	5 gp		
<i>Crimson essence</i> vial	5 gp		
Potion vial	3 gp		
<i>Red steel</i> (per ounce)	2 sp		
<i>Smokepowder</i> (per ounce)	1 gp		
Steel (per ounce)	1 cp		
<i>Steel seed</i> (per ounce)	1 sp		
<i>Vermeil</i> (per ounce)	1 sp		

New Equipment

Since so many magical items and substances exist on the Savage Coast, most can be purchased on the open market, at least in the eastern and central coastal regions.

An ounce of *cinnabryl*, which has a volume of slightly less than a cubic half-inch, is usually unshaped metal, though it might be pounded into a coinlike shape. This is the usual amount purchased by commoners. An amulet is *cinnabryl* crafted into a bit of jewelry, usually a bracelet, necklace, pendant, or brooch. These items are worn by wealthier people, such as merchants, nobles, and adventurers. An amulet weighing eight ounces protects the wearer for eight weeks (as explained in "The Curse and the Legacies" chapter). By comparison, a cubic inch of gold weighs approximately 11 ounces. An eight-ounce amulet is by far the most common size available, though larger amulets can be constructed at a cost of 15 sp per additional ounce. A depleted eight-ounce amulet provides two ounces of *red steel*.

A *cinnabryl* talisman resembles an amulet, but it is larger and has an empty space built into it to hold a *crimson essence* vial. Talismans are almost always pendants (up to 16 ounces in weight) or bracelets (up to eight ounces), because these are the most secure holders. A clasped compartment holds the vial in place, and usually the talisman is designed to hide its vial from view. Talismans are almost never smaller than eight ounces. They cost 2 gp per ounce.

Crimson essence grants a Legacy to the person who drinks it. (The potion's precise effects are detailed in the next chapter.) A single dose of *crimson essence* contains one fluid ounce of liquid. *Crimson essence* base, the liquid initially placed in the vial, must be subjected to the magical radiance of *cinnabryl* for a time to transform into the potion. *Crimson essence* ingredients are the materials required by an alchemist to make *crimson essence* base. These ingredients include one ounce of *vermeil*, plus pure water and a few ingredients known only to alchemists.

Brewing *crimson essence* requires a special vial. The vial is actually double walled, and the potion base is poured between them. This leaves the center of the vial empty to gather the magical radiance

of *cinnabryl* to evenly permeate the potion base. The glass used in this type of vial is heavy, made with about an ounce of *steel seed*. Compare the price of this special vial to the price of a standard potion vial, which is made of leaded glass and able to hold between two and four fluid ounces of liquid.

The prices for unworked steel and *red steel* provide similar comparison. This indicates how much a *cinnabryl* amulet can be sold for once it has depleted into *red steel*. Note that an ounce of *red steel* has twice the volume of an ounce of steel, because *red steel* weighs only half as much.

The price given for *vermeil* applies only if the material is purchased. A character can gather *vermeil* at a rate of about an ounce per hour and remove impurities at a rate of about half an hour per ounce (so obtaining a clean ounce of the material requires about an hour and a half).

Steel seed is found in *cinnabryl* mines and must usually be purchased for the price indicated. Mixed together and heated properly (by an alchemist), two ounces of *vermeil* and one ounce of *steel seed* make two ounces of *smokepowder*. An ounce of *smokepowder* is sufficient to cause 1d2 points of damage or to launch a bullet from a wheellock pistol.

Availability of Materials

The availability of substances can influence the prices required for them. Prices on **Table 15.3** are for regions where the materials are the most common. In places where the materials are less common than normal, prices might be doubled or tripled, at the DM's discretion.

Unworked *cinnabryl*, suitable for purchase by the ounce, is available at the given price in all lands of the Savage Coast, though high-priced compared to other necessities. *Cinnabryl* amulets are also fairly common throughout the region. In the east, talismans of the substance, while uncommon at best, sell for the listed price; talismans are rare in the west. *Crimson essence*—like its base, vial, and ingredients—is rare everywhere, so the prices seldom vary from those listed.

Red steel is uncommon in the east, rare in central coastal regions, and very rare in Herath and points farther west. Normal steel is common everywhere, and *vermeil* is always common in the cursed lands. *Steel seed* and *smokepowder* are common in Renardy and the Savage Baronies (especially in Cimarron County); however, these substances are uncommon in Bellayne and Herath, and rare west of Herath.

Inheritors control most of the commerce in *cinnabryl*, *red steel*, *steel seed*, and *crimson essence*. While these characters never use *smokepowder*, some Inheritor mages make it, and some Inheritor thieves market it. An Inheritor can purchase any of the magical substances for half the prices listed, if the purchase is made from another Inheritor. Note that a PC Inheritor is never simply given these materials, except as detailed in the kit's description. The materials must usually be purchased from other Inheritors.

New Weapons

Table 15.4 offers details on the new weapons available for the SAVAGE COAST campaign. Most of the weapons have special details in addition to the statistics listed in this table. Refer to the item descriptions for particulars.

Table 15.4: WEAPONS LIST

Item	Cost	Weight	Size	Type	Speed Factor	Damage S-M	L
Axe, Brol ¹	10 gp	10	L	S	9	1d10	2d8
Bok (Javelin) ¹	5 sp	2	S	P	13 ²	1d6	1d6
Bolas	5 sp	2	M	B	8	1d3	1d2
Boomerang	5 gp	1	S	B	6	1d3+1	1d4+1
Crossbow, Cayma ²	35 gp	7	M	P	7 ²	1d4	1d4
Dart, Hessta ¹	15 sp	5	S	P	3	1d4	1d4
Grenade	10 gp	1/2	T	-- ²	5	1 ²	1 ²
Lance, Flight ²	6 gp	5	L	P	6	1d6+1 ²	2d6 ²
Lasso ²	5 sp	3	L	-- ²	10	-- ²	-- ²
Machete	10 gp	4	M	S	8	1d8	1d8
Maga ¹	25 gp	6	M	S	5	1d8	1d6

Main-Gauche ²	3 gp	2	S	P/S	2	1d4	1d3	
Nonaka ²	1 gp	3	M	B	3	1d6	1d6	
Sa ²	5 sp	2	S	P/B	2	1d4	1d2	
Scythe	5 gp	8	M ²	P/S	8	1d6+1	1d8	
Shot ¹	3 gp	3	S	B	3	1d6	1d6	
Stiletto ²	5 sp	1/2	S	P	2	1d3	1d2	
Sword, Groomka ¹	2 gp	2	T	P/S	3	1d4 ²	1d3 ²	
Sword, Matara ²	100 gp	6	M	P/S	4	1d10 ²	1d12 ²	
Sword, Mishiya	50 gp	3	M	P/S	3	1d8	1d8	
Sword, Rapier ²	15 gp	4	M	P	4	1d6+1	1d8+1	
Sword, Sabre ²	17 gp	5	M	S	4	1d6+1	1d8+1	
War Claws ²	3 gp	1/2	S	S	2 ²	1d4	1d3	
Wheellock Belt Pistol	100 gp	3	S	P	7 ²	1d8 ²	1d8 ²	
Wheellock Horse Pistol	200 gp	4	S	P	8 ²	1d10 ²	1d10 ²	

1. These weapons are typically made of primitive materials and suffer a penalty to attack and damage rolls as listed in **Table 15.2**. See the individual weapon descriptions to determine which materials (stone, bone, or wood) are used and which penalties apply.
2. See the weapon description for special details.

Note that hand crossbows and quarrels for hand crossbows are much more common along the Savage Coast than in other places, found most often among the enduks, in Herath, and in the Savage Baronies. On the Savage Coast, a hand crossbow can be purchased for 40 gp, quarrels for 1 sp each.

Crossbows receive a similar advantage to that of firearms in this setting. If the user has a full round to load the crossbow and get it into firing position before the round in which it is used, the speed factor for the weapon is considered to be 1. Also note the rules regarding bow and crossbow specialists in the *PHB*, which are detailed again in the specialization notes in the "Proficiencies" chapter.

Ranges and rates of fire for missile weapons are given on **Table 15.5**. Ranges are given in tens of yards; for all weapons except wheellocks, the range should be reduced to tens of feet when indoors. The range for a lasso is always in tens of feet. A cayma crossbow bolt is exactly like that fired by a light crossbow. A bullet for a wheellock pistol (either type) costs 1 cp; four lead bullets weigh one pound.

Table 15.5: MISSILE RANGES

Weapon	ROF	S	Range	
			M	L
Bolas	1	3	6	9
Boomerang	1	2	4	6
Crossbow, cayma	1	6	12	18
Dart, hessta	1	1	2	4
Grenade	1	1	2	3
Lance, flight	1	1	2	3
Lasso	1*	1/2	2	3
Stiletto	2/1	1	2	3
Throwing stone	2	1	2	5
Wheellock belt pistol	1	1	3	5
Wheellock horse pistol		1/2	2	4

* Only one end of the lasso is thrown; a lasso can be used and recoiled once per round.

Weapon Descriptions

The following text provides specific descriptions for the weapons listed in **Table 15.4**.

Axe, brol: A huge battle axe with a great oval head, the brol is a common weapon among gurrash.

The standard brol is made of stone, usually flint that has been chipped to achieve the desired shape. However, a weaponsmith can craft a brol from obsidian for three times the listed cost. (Obsidian is rare in the swamps of the gurrash.)

Some brols are made using the *stone shape* spell or the Shape Stone Legacy. A brol made with magically shaped stone costs as much as five times the standard price. Brols can also be made of metal, increasing the weight and cost of the weapon as explained under the "Stone, Bone, and Wood" heading. Brols made in either of these manners need not check for breakage, and they hit more easily (ignore the footnoted penalty) and do more damage (1d10 against small or medium creatures, 2d8 against larger creatures).

Bok (javelin): These slender javelins are wielded two-handed by caymas as pikes; however, caymas cannot throw them. Most boks are made with stone or bone heads, suffering penalties as detailed in **Table 15.2**. A bok can also be wielded by a larger character as a standard javelin, with the speed factor of 4.

Bolas: Bolas are typically three ropes or cords about a yard in length, knotted at one end with stone balls attached to the other end. Stone bolas do not suffer penalties as detailed in **Table 15.2**. Bolas can be made with metal or even hard wooden balls, but the weight is the same because the balls are then sized differently. No bonuses or penalties are imposed for metal or wooden bolas.

The wielder of the bolas whirls them by the knot, throwing them at a target. If they hit, their cords wrap around the target, and the balls smash into it as they connect. Once the bolas have wrapped around a target, it takes the victim one full round and a successful Strength check to get free. If this check fails, the victim can try again in the next round.

If called shots are used (as described in Chapter 9 of the *DMG* and detailed in *CFH*), bolas can be even more effective. A successful attack on the legs prevents the victim from walking or running, and the victim must make a successful Dexterity check just to avoid falling down. If the victim was moving when hit, a -3 penalty is applied.

A successful called shot to the arms pins both to the target's body. The victim cannot wield a weapon and does not gain AC bonuses from a shield; the victim's Strength check to become untangled receives a -2 penalty.

A successful called shot to the head causes the bolas to wrap about the target's neck. After the first round in which the bolas cause normal damage, they do 1d3 points of strangulation damage per round until removed.

Weapon proficiency with bolas is not related to any other weapon proficiency.

Boomerang: The boomerang is a specially curved and shaped hunting stick with a beveled inside edge. Made exclusively by wallaras, the boomerang curves at an angle of more than 90 degrees, designed to return to the thrower if it misses the target. If the thrower misses the target but makes a successful Dexterity check, the boomerang returns within a few feet of the thrower at the end of the round, allowing the thrower to catch it. If the Dexterity check fails, the boomerang misses the thrower by a number of yards equal to the difference between the die roll and the Dexterity score, multiplied by 10 (so if the thrower's Dexterity were 12, and the roll 16, the boomerang would miss by 40 yards). A 1d8 roll indicates where the boomerang lands in relation to the thrower (1=north, 2=northeast, 3=east, 4=southeast, 5=south, 6=southwest, 7=west, 8=northwest).

Boomerangs are almost all made of wood but suffer none of the penalties from **Table 15.2**. Normal metal cannot be used to make a boomerang, but if the DM allows, a boomerang can be constructed from *red steel* or glassteel. Weapons made of these materials have the standard bonuses and costs for those materials.

Only someone proficient in boomerang can use one at all.

Crossbow, cayma: The cayma crossbow is exactly like a standard light crossbow, except that caymas build their crossbows with wheels and a special winding mechanism. In addition, the crossbow is balanced on its axle, so it can be tilted to aim at different heights.

A larger individual acquainted with a standard crossbow can pick up a cayma crossbow and use it normally, but caymas typically cannot use a normal crossbow unless three or more serve as a crew for it.

If the character has a full round to prepare the crossbow (so it is loaded and in firing position at the beginning of the round), the weapon's speed factor is considered to be 1. If the cayma has to single-handedly shift the crossbow to aim because a target has moved too much or to change targets, the weapon can be fired only once every two rounds.

Dart, hessta: This barbed dart is used primarily by caymas, who hurl it or thrust it like a spear. It is usually about two feet long. A larger being can throw one hessta dart per round with the same speed factor. Most hesstas are made with bone heads, suffering the appropriate penalties, but they can be made with metal heads instead.

Grenade: Caymas craft grenades of pottery. Finished grenades measure about two inches in

diameter. They contain powdered herbs that explode in a cloud when the ball is cracked. When the grenade is thrown and hits a hard surface, roll 1d20; if the roll is less than 18, the ball breaks and the preparation is released.

Though the grenade causes little damage, the herbs have special effects. Cayma Wokani make three types of grenades: sleep, choke, and fog. A sleep grenade explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a successful saving throw vs. breath weapon or fall asleep for 1d4 turns. A choke grenade is filled with pepper and other irritating materials. It explodes in a radius of one foot, and anyone whose head (or other breathing apparatus) is within that radius must make a saving throw vs. breath weapon or be incapacitated (unable to attack or defend) for 1d6 rounds, due to choking, sneezing, and coughing. A fog grenade explodes in a five-foot radius and obscures vision (normal and infravision) in that area for 1d6 rounds (half that in a strong wind).

Only cayma Wokani can create grenades, which are typically available only in the cayma homeland.

Lance, flight: This lance has a 10-foot shaft of tough wood and a sharp head of steel. The butt end is fletched. This lance can be used by flying humanoids as a mounted warrior might use a regular lance or can be hurled at the end of a swoop. If the flying being makes a charging attack holding the lance, it causes double damage on a successful hit.

Lasso: The lasso classifies as a large weapon because it always takes two hands to wield and requires a lot of space for use. It is a length of rope, usually about 30 feet, with a loop at the end. Before throwing a lasso, an attacker must declare whether he is conducting a normal attack or a called shot. The user holds the slack in one hand, twirls the loop with the other, and hurls the loop at a target.

The normal attack drops the loop around a target's torso to stop, dismount, or pull the target to the ground. A mounted or moving target causes a jolt to both target and attacker when the rope extends to its full length. If the target is not moving, a jolt can be caused by the attacker or the target tugging sharply on the rope. If no jolt is made, the target is simply held in place until the lasso is removed. Both attacker and target must attempt a Strength check; the character who rolls higher, while still making a successful Strength check, wins. If one succeeds and the other fails, the one who succeeds wins; if both fail, it is considered a tie. If the target wins, the lasso is torn from the attacker's hands, causing 1d2 points of damage. If the attacker wins, the target is pulled to the ground and takes 1d3 points of damage (1d2 points of damage if the target was stationary); Strength modifiers for damage apply. When the result of the Strength checks is a tie, both effects occur: the attacker takes 1d2 points of damage and loses the rope, and the target is pulled to the ground for 1d3 damage. If the attacker ties off the slack end of the rope to a stationary object, like a boulder or large tree, before throwing, no Strength roll is necessary on the attacker's part; if the target rolls his Strength score exactly, the rope breaks. Otherwise, a stationary target is not jolted, while a moving target is pulled to the ground.

Removal of the lasso normally requires one full round and a successful Strength check unless the attacker is still working to hold the lasso tight (as explained above). A lasso can also be cut. Sawing through a rope takes a full round, while chopping a rope (against a solid surface) requires a single successful attack against AC 10, with damage of 2 points or more.

An attacker can make a called shot to the legs in an attempt to trip the target. The target can make a Dexterity check, with a +6 bonus if stationary or a -3 penalty if unaware of the attack. If the Dexterity check succeeds, the target jumps out of the loop before it closes. Otherwise, the target falls down.

An attacker can instead make a called shot to the arms, to pin a target's arms to his sides. Such targets are allowed a Strength check with a +6 bonus if stationary or -3 penalty if unaware of the attack. A target whose Strength check succeeds shrugs off the lasso; otherwise, both the target's arms are pinned. Pinned targets can struggle; both attacker and target must then attempt a Strength check, and the character who rolls higher, while still making a successful Strength check, wins. When one succeeds and the other fails, the one who succeeds wins; if both fail, it is considered a tie. If the target wins, the target has freed both arms and can move, attack, and defend normally in the next round. If the attacker wins the contest, the target's arms remain pinned; the target cannot wield weapons or use a shield effectively, though he can struggle again in the next round. Each additional lasso that hits the same target gives the target a -4 penalty to his Strength check for struggling. If the total penalty reaches a number greater than the target's Strength, the target can no longer attempt to struggle free.

Attackers can also make a called shot against a target's head. If such an attack hits, the attacker can yank on the rope to cause 1d3 points of damage plus any Strength adjustment. In subsequent rounds, the attacker can yank for 1 point of damage plus modifiers due to Strength. If the attacker can somehow hoist the victim into the air by the neck, the target takes 1d4 points of strangulation

damage per round (Strength modifiers do not adjust this damage). Strangling victims cannot shout or raise an alarm, but they can still use their hands. A character caught around the neck can struggle as explained under the arm-pinning attack, but hoisted targets must make a successful bend bars roll or cut the rope to escape.

Note that the lasso proficiency is essentially the same as web-casting. Also, a character with the nonweapon proficiency of rope use receives a +2 bonus on attack rolls made with the lasso.

Machete: This is a three-foot long flat blade with a squared end, typically used to chop crops or clear underbrush but able to inflict serious damage as well.

Maga: The maga is a club about three feet long, four inches wide, and one inch thick. Sharp shards of stone are embedded along its edges. Gurrash usually make the shards of flint; obsidian shards are a sign of status, which triple the cost of the maga. The maga suffers the standard penalties for stone weapons.

The stone shards can be replaced with metal blades for extra cost and a slight increase in the club's weight.

Main-gauche: This is a large-bladed dagger with a basket hilt, often used as a secondary weapon in two-weapon fighting style. It gives a +1 to hit with disarm maneuvers (covered in the "Proficiencies" chapter) because of the large quillions. The basket hilt can serve as a metal gauntlet in a punching attack.

Main-gauche proficiency is related to dagger proficiency.

Nonaka: Known as nunchaku in some places, the nonaka consists of two rods of hard wood (each about a foot long) connected by a short length of chain or rope. Nonakas can also be made by plating the wood with metal, adding a little weight and cost but not altering the weapon's other statistics. The weapon can be used for called shots and attempts to disarm. Though the weapon is similar in construction to a flail, the weapon proficiencies are unrelated.

Many people proficient with nonakas use two of them at once. Some take two-weapon specialization, while some even add nonaka specialization to that.

Sa: Known as the sai in some regions, this small, defensive weapon consists of a metal bar with a hilt and oversized, upward-curving quillions. When used by someone proficient with the weapon, a sa confers a +1 bonus when attempting disarm maneuvers. The sa is listed as a piercing or bludgeoning weapon; it can be one or the other, but the type must be chosen by the user when it is purchased. Sa proficiency is not related to other weapon proficiencies.

Many users of sa wield two at once, some taking two-weapon style specialization.

Scythe: A curved blade about three feet long attached to a five-foot handle, this farm tool is used both to cut grain and as a weapon. A character wields the scythe by holding the short wooden bars on the end opposite the blade. The scythe is always used as a two-handed weapon.

Shot: This is a small ball of metal that is thrown at an opponent. In primitive areas, it is made of stone and called a throwing stone, suffering penalties as detailed in **Table 15.2**.

Stiletto: This narrow-bladed knife is sharp at the point only. It confers a +2 non-magical bonus to attack rolls when used against plate mail (of any type), ring mail, and chain mail because its narrow point and blade can more readily slip through such armor. Stiletto proficiency is the same as knife proficiency.

Sword, grooka: This is a small sword, about dagger-sized, used by caymas. If a cayma wields a grooka two-handed, it causes damage as a short sword (1d6 points against small or medium creatures, 1d8 against larger creatures). Most grookas are made of stone and suffer appropriate penalties. The statistics in the chart are for the metal version. A grooka can be wielded as a dagger by beings larger than caymas.

Sword, matara: This is a sword very similar to a katana. It is a medium-length, slightly curved blade with no quillions (only a small, circular guard) and a hilt suitable for one-handed or two-handed use. The damages given in **Table 15.4** are for one-handed use; when the weapon is wielded two-handed, its damage is 2d6 points for any size opponent. The blade is sharpened along only one edge.

Making a matara is very difficult. The technique, known only in Bellayne, is a closely guarded secret. It takes twice as long to make a matara as to make a long sword, and the weaponsmith receives a -3 penalty on proficiency checks during this attempt.

Mataras are personal weapons, often family heirlooms. A wielder often wields a mishiya at the same time.

Sword, mishiya: This is a sword very similar to the wakizashi. It is the shorter companion blade to the matara. Like the matara, it is difficult to make, usually made only in Bellayne.

Only Honorbound of Bellayne can wear both matara and mishiya. For another character to do so is to insult these Honorbound.

Sword, rapier: The rapier is a long-bladed sword, normally sharp only at the end. It is a thrusting weapon wielded for lightning-fast strikes and lunges. Most Swashbucklers of the Savage Coast choose

to wield a rapier. Swashbucklers often use two-weapon style to wield a rapier and a second, shorter blade (though a two-weapon specialist may fight with two rapiers).

A rapier can be made with a basket hilt, costing an additional 2 gp and adding one pound to the weapon's weight. This allows it to be used as a metal gauntlet in a punching attack. If parrying is allowed, a rapier's basket hilt provides the same parrying bonus as the main-gauche.

Sword, sabre: The sabre is a light slashing sword, another favorite of Swashbucklers. It is fitted with a basket hilt that can be used as a metal gauntlet in punching. If parrying is allowed, the basket hilt provides the same parrying bonus as the main-gauche.

War claws: Worn mostly by rakastas, these sharp claws attach tightly to the hands and fingers with gauntlets and leather straps. These are always worn one per hand. Caymas and other tiny characters cannot use war claws, and no one without the war claws proficiency can make effective use of the weapons. War claws are considered metal gauntlets in punching attacks.

A character wearing a pair of war claws can make one extra attack each round. If the character has a natural claw attack, neither attack is made with penalties; otherwise normal penalties for fighting with two weapons apply. Similarly, the speed factor listed is for characters who do not have natural claw attacks; characters with natural claw attacks have a speed factor of 1 with war claws. War claw damage supersedes natural claw damage, rather than adding to it.

Proficiency with claws as a natural weapon also gives the character proficiency in war claws.

Wheellock pistols: The wheellock is a firearm with a spring-wound wheel, similar to that on a modern cigarette lighter. Pulling the trigger releases the wheel, which spins against a flint, spraying sparks into a priming pan to ignite the *smokepowder*. Wheellocks are always made with metal and wood, though stone, bone, and ivory are often used as decoration. Wheellock bullets are always metal.

The belt pistol is small enough to be carried stuck through a belt or waistband, often concealed beneath a cloak. In Cimarron and Guadalante, the belt pistol is a popular weapon of personal defense.

The horse pistol is larger than the belt pistol, up to 18 inches long. It is intended for use by riders, who can sling a holster across their saddles. At the cost of 2 gp, a large metal ball can be added to the bottom of the grip, making it less likely for the user to drop the weapon when it is drawn. The ball adds an extra pound to the weapon's weight and allows the weapon to be used as a club.

If a character has a full round to prepare (so a pistol is loaded and in firing position at the beginning of the round), the weapon's speed factor is 1 for that round.

Wheellocks can cause extra damage when they hit. If the damage roll is an 8 or 10, roll the damage die again and add the new result to the old. Each time an 8 or 10 is rolled, the die is rolled again and added to the previous total. For example, if two consecutive 8s are rolled and then a 3, a belt pistol would cause 19 points of damage.

Range modifiers are standard for firearms: -2 at medium range, -5 at long range. Unlike modifiers for the arquebus as given in the *PHB*, range modifiers for wheellocks are not doubled.

A firearm can also punch through armor. At short range, all armor is ignored; the target's AC depends on Dexterity, cover, and magic. At medium range, the target's AC is penalized by 5, to a maximum AC of 10. At long range, the target receives a +2 AC penalty. These penalties apply only to that portion of a character's AC that comes from armor. Dexterity and magical bonuses are unaffected. The penalty cannot make a target's AC worse than it would be if the target were wearing no armor. In terms of cover, few things will stop a bullet, particularly at short range. Characters must get behind substantial barricades to qualify for a cover bonus rather than concealment.

For various reasons, firearms sometimes fail to fire. If the attack roll with a firearm is a 1, the weapon does not fire at all. It cannot be fired again until 10 rounds are spent clearing the ruined charge from the barrel and cleaning and reloading the piece. Because of the nature of these weapons and the *smokepowder* of the Savage Coast, these wheellocks need not check for backfires, hanging fire, or fouling.

Caymas and other tiny creatures cannot use wheellocks, except possibly in the same manner in which they use crossbow. By attaching a frame and wheels and providing a crew of at least three caymas, they could use a pistol as a sort of cannon.

Wheellocks do not function outside the lands marked by vermeil. If taken beyond the borders of the Haze, the weapons cease to fire until brought back into the area.

Magic

Because the Savage Coast region suffers the effects of multiple curses and enchantments known collectively as the Red Curse, magic use in the region is affected in a few significant ways. In particular, divinations and certain abjurations are adversely affected. This chapter details what those special effects are, in addition presenting new spells and discussing magical substances. While most information about magical materials can be found in "The Curse and the Legacies" chapter, additional details concerning *crimson essence* are found here.

Existing Spells

Other than treating Legacies as spell use, most spells are basically unaffected by the special conditions of the Savage Coast. However, because of the magical aura over much of the region due to the Red Curse and such substances as *vermeil*, divination magic is often thrown off. Almost everyone and everything in the cursed region radiates at least a minor magical aura. Because of the Immortal power behind the Red Curse, the effects of some abjuration spells are also inhibited.

Note that spells are affected whether cast within the cursed areas, cast to reach the cursed areas, or carried into the cursed areas. Magical items that duplicate the effects of these spells are affected in the same ways, but Legacies are unaffected.

Detection and Identification Spells

Items made of *red steel* and *cinnabryl* are relatively common; *vermeil* dust permeates the area, getting into clothing and other items; and almost everybody has a Legacy. Thus, in the cursed lands, something is sure to glow whenever *detect magic* is used. This naturally makes it difficult to tell which items are truly enchanted, which are naturally magical, which are simply covered with *vermeil*, and which are just being carried by someone who personally radiates magic.

For *detect magic* to be at all useful, the caster must make a saving throw vs. spell. Failure indicates that the distortion is too great to give any kind of accurate reading, while success allows the caster to cut through the "static" and use the spell as normal. Even then, the caster's chance to determine the school or sphere of an effect is halved. If *detect magic* is cast from a scroll or other item, the user must make a saving throw vs. spell as a 1st-level wizard (must roll a 12 or better on 1d20). A caster (but not an item user) is allowed to add bonuses to the roll for certain proficiencies: +2 for curse lore and +1 for spellcraft. These modifiers are cumulative.

Note that any individual who has at least one Legacy radiates a magical aura. Therefore, *detect magic* can also be used to determine the school or sphere into which the Legacy's effects would fit if it were a spell. If *detect magic* is used on a character for this reason, casters with Legacy lore receive a +1 bonus to the saving throw (cumulative with any other bonuses). As with normal detections, the chance to determine the school or sphere of the Legacy is halved. Characters with multiple Legacies probably radiate multiple auras. As with magical items, the DM must determine the exact reading for the caster. *Detect magic* never identifies the exact Legacies the target has but can indicate the number possessed or provide enough information for a caster with Legacy lore to make a proficiency check, even if the character has not seen the target's Legacy in operation.

Since someone with a Legacy is sort of like a living magical item, the *identify* spell can be used on such people as well. Like *detect magic*, *identify* is adversely affected by the cursed region, even when used on items instead of people. To have a chance for a useful reading, the caster must make the same type of saving throw as for *detect magic* (the same modifiers, if any, apply). The chance of learning information with *identify* on the Savage Coast is equal to 5% per level of the caster, rather than the 10% per level normally given. The maximum chance is still 90%. If used on a person, *identify* can determine the exact Legacy the person possesses (or one of them, if the target has multiple Legacies).

Other Divinations

The Red Curse affects divinations in several different ways, the most prominent of which are "blurring" and false readings. Spells are affected in different ways depending on their exact use.

The most common effect on divination spells is "blurring." Visions granted by spells blur, sounds are indistinct, even thoughts are unclear, as if static were interfering. In most cases, this is just an annoyance: a translation is garbled a little, a vision is dim, or unimportant words are not heard. The DM determines the exact amount of interference and its precise effects. The saving throw mentioned previously for casters of *detect magic* could be used, in which case the curse lore bonus applies.

Bonuses for spellcraft apply only if the person casts the spell (rather than using an item); a Legacy lore bonus applies only if the detection, identification, or penetration of a Legacy is somehow involved. Spells affected by blurring include *augury*, *clairaudience*, *clairvoyance*, *commune*, *commune with nature*, *contact other plane*, *detect invisibility*, *detect scrying*, *ESP*, *find the path*, *magic font*, *magic mirror*, *reflecting pool*, *speak with animals*, *speak with dead*, *speak with monsters*, *tongues*, *true seeing*, and *vision*. All types of magical scrying are affected as well.

The next most common effect on divinations is the false reading. This applies primarily to spells that seek to discover if something is nearby or determine an item's location. Whenever a character casts an affected spell, he should make a saving throw vs. spell; any bonuses are applied as described above for spells susceptible to blurring. The DM should make these saving throws and inform the player of the results. If the spell has an extended duration, a saving throw each round or every three rounds might also be appropriate.

When a saving throw fails, the caster gets a false reading. This is usually an indication that something is there when it really is not. In other cases, a false reading might indicate a wrong direction as the best to be followed, but a false reading never obscures something that really exists. (That is what the blurring effect does.) For example, a false reading on a *detect lie* spell always indicates that the target of the spell is lying, whether the person is or not. Spells affected by false readings include *commune with nature*, *detect evil*, *detect lie*, *detect poison*, *detect snares & pits*, *detect undead*, *find the path*, *find traps*, *foresight*, *locate animals or plants*, and *locate object*.

Other effects are possible as well. Detection spells with percentages can have those percentages halved (round all fractions up). Spells affected include *detect poison*, *detect charm*, and the clerical version of *detect evil*. Spells not affected by this restriction include *augury*, *commune*, and *divination* (though if the percentage roll for the *divination* spell fails, a false reading is given).

Contact other plane, *commune*, and similar spells never provide information about the Red Curse, unless the DM wants to reveal information to a high level character who has performed some major favor for the power contacted. Such an event can be pivotal to a campaign and should be used with caution.

Readings for *know alignment* always provide the caster with two alignments. The caster can determine the truth by making a saving throw as described previously. This also affects the alignment detection of the clerical *true seeing* spell.

Divinations using the *cantrip* spell (such as determining which card someone has drawn from a spread deck) cannot be used in the cursed lands. *False vision*, *legend lore*, *read magic*, *screen*, and *identify species* (described in the following text) are unaffected. Reversed versions of divinations are generally unaffected, but their effects might be mistaken for the effects of the Red Curse.

Dispel Magic

This spell not only acts as described in the *PHB*, but it can also dispel the effect of a Legacy if aimed correctly. A Legacy is considered an innate ability for determining difficulty; however, the chance for success is penalized. The base chance becomes 40% (13 or better on 1d20). The spell can stop one activation of a Legacy or halt the Legacy's effects prematurely, but it cannot prevent someone from activating the Legacy again.

Dispel magic affects magical items as normal but has no effect on innately magical substances, such as *vermeil*, *cinnabryl*, *red steel*, and *steel seed*). A *red steel sword +1* could have its bonus restricted for 1d4 rounds, but the item remains *red steel* and therefore inherently magical. *Dispel magic* affects *crimson essence* and *smokepowder* as potions as well. If the spell is successful, *crimson essence* is reverted to *crimson essence* base (as if the material had just been prepared and had not yet been exposed to the radiance of *cinnabryl*), and *smokepowder* is converted to a powdery mixture of *vermeil* and *steel seed*. The base can be affected again by the radiance of depleting *cinnabryl*, and the powdery mixture can be recombined by an alchemist. When checking for the effects of dispelling on *smokepowder*, a check should be made for each separate mass. Charges kept separately make individual checks, but a keg of the material gets only one check.

Remove Curse

The *remove curse* spell can never completely remove the effects of the Red Curse from any individual; it simply is not powerful enough to affect Immortal magic, even when cast by a high-level mortal caster. It might be possible—if the DM allows and plans for it in the campaign—for an Immortal to remove all or part of the Red Curse using the *remove curse* spell. *Remove curse* is also ineffective at removing the effects of a Legacy or preventing the use of a Legacy. However, it can help an Afflicted in recovery, as explained in "The Curse and the Legacies" chapter.

Other Spells

Most other spells are unaffected by the Red Curse. *Polymorph self* and other spells that do not normally grant magical powers cannot duplicate Legacies.

Additionally, the Red Curse is not evil or good; it is the result of Immortal magic and transcends normal definitions of alignment. For example, *protection from evil* does not exclude an Inheritor or anyone else with a Legacy, because a Legacy is not considered an evil enchantment.

New Spells

A few new spells have been created that are unique to the Savage Coast and the areas nearby. Two of them, *maintain* and *deplete*, relate specifically to the Red Curse. *Determine race* is an old aranean spell, which they used to examine others. It has been adapted since to determine the race of those Afflicted whose appearance has been distorted.

The other new spells, *interruptable light* and *minor glassteel*, are creations of the ee'aar, who typically do not reveal these spells to others.

Deplete

6th-level Wizard Spell (Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 round

Area of Effect: One item of *cinnabryl*

Saving Throw: None

This rarely used spell depletes as much as one ounce of *cinnabryl* per three levels of the caster (four ounces at 12th level, five ounces at 13th-15th level, etc.). The caster can choose to deplete a lesser amount of *cinnabryl* at the time of casting. The spell is used infrequently because *cinnabryl* is better used than wasted. It is generally used to quickly turn *cinnabryl* into *red steel* but can also be used as an attack against Inheritors, depleting their protective *cinnabryl* amulets.

The caster must touch the item to be depleted. If the item is worn by someone who does not want to be touched, the caster must make an attack roll against the target's normal Armor Class with a -4 penalty (as per a called shot). The spell remains active for one round after casting. If the caster does not touch a target within that time, he must make a successful saving throw vs. spell, or the *deplete* spell affects his *cinnabryl*. If the amount of undepleted *cinnabryl* in the item is less than the amount affected, any leftover depletion applies instantaneously to the Time of Loss and Change (as detailed in "The Curse and the Legacies" chapter). For instance, if a wizard depletes four ounces of *cinnabryl*, and the target is wearing only two ounces, the target instantly suffers the effects of two weeks of the Time of Loss and Change. Since the effects can be so devastating, depletion that places the target into the Time of Loss and Change is considered an evil act.

This spell does not speed the production of *crimson essence*, which depends on the amount of time spent near a person with a Legacy as well as time spent bathing in the magical radiance of the *cinnabryl*.

Identify Species

3rd-level Wizard Spell (Divination)

Range: 10 feet per level

Components: V, M

Duration: 1 round per level

Casting Time: 3

Area of Effect: 1 creature per level

Saving Throw: Negates

By using this spell, a wizard can determine the race and species of a target creature. One creature can be examined per round while the spell remains in effect. A saving throw is allowed only to creatures that realize a spell is being cast at them and actively resist. For the spell to be effective, the target's exact location must be known to the caster. If the spell works, the name of the target's species immediately comes to the caster's mind.

The caster may find this spell especially useful when dealing with creatures in disguise, beings deformed by the effects of the Red Curse, or unidentified monsters. The spell sees through magical or normal disguises and deformations, including such spells as *polymorph other*.

However, since the araneas created this spell, it detects their true race only when they are in the form of giant spiders. If used against an aranea in another form (even one affected by *polymorph self*

or *shape change*), the spell reveals the aranea to be a member of the race which it is imitating. Nobody else knows enough about genetics, especially aranean genetics, to create a version of the spell to successfully identify araneas when they are in other forms.

The spell's material component is two strands of animal hair twisted tightly together. The hairs are pulled apart during casting and are consumed when completely separated.

Interruptable Light

3rd-level Wizard Spell (Alteration, Enchantment)

4th-level Priest Spell (Sun)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell must be cast on a person or item. Developed by the ee'aar, the spell creates a round spot that radiates a beam of bright light. The beam created is about four inches in diameter and illuminates an area in a direct line from the place it originates, to a range of 60 feet. Of course, the light can be seen by others for a much greater distance. The light is as bright as full daylight, lasting until negated by magical darkness or *dispel magic*. In addition, the caster (or another person named at the time of casting) has mental control over the light and can order it to turn on or off at will.

In a somber ceremony, the spell is cast by elders on young ee'aar when they reach maturity. It is placed on the chest of the recipient, who is named as the controller of the light. The ee'aar use the spell to light their way and confuse or frighten enemies. Creatures who suffer penalties in bright light receive them if the beam is directed at their eyes. Those who try to avoid looking at the light are allowed a saving throw vs. paralyzation; success indicates that the beam missed them.

Maintain

6th-level Wizard Spell (Necromancy, Abjuration)

3rd-level Priest Spell (Protection)

Range: Touch

Components: V, S, M

Duration: 1 day per level

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

Since *cinnabryl* is difficult to find in some places, priests developed a spell to counteract some of the effects of the Red Curse. After some work, wizards were able to duplicate the spell's effects.

The caster must recite the spell's verbal component while touching the target individual. The material component of the spell is at least one ounce of undepleted *cinnabryl*. This must be touched to the recipient's head at the end of casting, but it is not consumed in the casting.

The target is maintained at his current stage of the Red Curse for the duration of the spell. A recipient in the Time of Grace remains at that stage (except for suffering the loss of a single ability point); a recipient in the Time of Loss or the Time of Change stays at exactly the same point as when the spell is cast. The use of a Legacy by the recipient immediately dispels the *maintain* spell.

As mentioned, this spell does not prevent the loss of the initial 1 point from the appropriate ability score, nor does it eliminate or heal any existent detrimental effects. It also does not work on Inheritors. If the recipient is the victim of a successful *deplete* spell, the *maintain* spell is immediately eliminated, and the full time called for by the *deplete* spell is instantaneously applied to the Time of Loss and Change.

This spell is used throughout the Savage Coast, but most commonly in Robrenn, Eusdria, Renardy, Bellayne, and Herath. In several small towns, the village priest or wizard makes rounds, casting the spell on all who need it. This holds off detrimental effects and keeps the common folk in those small towns from using Legacies.

Measure Cinnabryl

2nd-level Wizard Spell (Divination)

1st-level Priest Spell (Divination, Elemental)

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One item of *cinnabryl*

Saving Throw: None

With this spell, the caster can measure the amount of time for which a single, visible item of *cinnabryl* will remain useful in holding off the detrimental effects of the Red Curse. The amount of time comes to the caster's mind as if suddenly remembered.

Minor Glassteel

5th-level Wizard Spell (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Object(s) touched

Saving Throw: None

Created by ancient and powerful ee'aar wizards, this spell is a lesser version of the 8th-level wizard spell *glassteel*. Like the greater spell, *minor glassteel* turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and durability of steel. Ee'aar use this spell to create glass weapons and armor.

The caster can affect a single, whole object that weighs five pounds or less. Since the substance created has half the weight of steel for the same mass, an item equivalent in size to a 10-pound steel item can be created. Alternately, a pound of smaller, linked items (such as glass links for glassteel mail) can be enchanted with a single casting of the spell. An ee'aar making glassteel chain mail creates the rings in small amounts, enchants them, attaches the next batch, enchants them, and so forth.

The material components for this spell are the glass item to be affected, a small piece of steel, and a gem worth at least 10 gp.

Magical Items

Almost any standard magical item can be found in a SAVAGE COAST campaign. Items from the *DMG* that are named for people are extraordinarily rare at best. In general, the items act exactly as described in that book; none have special effects against the Red Curse or people affected by it. Items work for any PC race unless otherwise specified in the item description. For example, a person deformed by the Red Curse could still wear magical rings or bracers; the items change size to fit unless otherwise specified in their descriptions.

As noted elsewhere, the Savage Coast is home to a number of inherently magical substances. For details, see "The Curse and the Legacies" chapter, which describes how they are used in making magical items.

Red steel can be enchanted to create magical weapons or armor. The weapons receive normal enchantments, while retaining the natural magic of *red steel*. Alternately, *red steel* armor has special properties, as described below. Enchanting *cinnabryl* is possible but rarely done because the substance is too valuable as a counter agent of the effects of the Red Curse. In most cases, the *cinnabryl* would eventually deplete and become *red steel*, at which time it would be reshaped and lose any enchantments that had been placed on it. *Steel seed* is useful in the making of *smokepowder* and other magical substances. *Vermeil* has no real magical properties of its own (other than a magical aura), but it mixes easily with other substances and helps them hold enchantments. It is used to make *smokepowder* and *crimson essence*, as well as other magical powders, potions, and preparations.

Red Steel Armor: Armor of Change

Red steel armor can be constructed by any competent redsmith who is also an armorer. Armor of *red steel* has few special properties, other than radiating magic and being a poor conductor for electricity. (It will not conduct the effects of a *shocking grasp*, but it provides no protection from *lightning bolt* and similarly powerful electrical effects.) However, just as with normal armor, a wizard of high enough level can enchant *red steel* armor.

In addition, *red steel* armor can be enchanted with a *polymorph self* spell (which, as usual, must be cast in concert with *enchant an item* and sealed with *permanency*). *Red steel* armor enchanted in this

fashion is commonly called *chain mail of change*, *plate mail of change*, etc. When the caster is affected by a Legacy or spell that alters shape, it changes shape and even size with its wearer, continuing to provide the same protection as before.

Crimson Essence

This potion grants Legacies permanently to Inheritors. The process is detailed in the description of the Inheritor kit in the "Character Kits" chapter. If used by someone other than an Inheritor or an Inheritor who is not ready to accept a new Legacy permanently, *crimson essence* grants a Legacy temporarily to the user.

The Legacy gained is determined by region (roll 1d20 and check **Table 13.1** and the accompanying map). The imbiber can use the Legacy a maximum of three times in the first 24 hours, with the same restrictions as usual. When the Legacy is temporarily gained, the drinker of the potion must make a successful saving throw vs. poison or instantaneously suffer the Legacy's detrimental effects (except for ability score loss). These effects remain until the potion wears off (at the end of the Legacy's third use or after 24 hours, whichever comes first).

The preparation of *crimson essence* is covered in the description of the Inheritor kit. If the potion is consumed before it is ready, no beneficial effect occurs. In addition, someone who drinks *crimson essence* before it is ready must make a successful Constitution check or fall ill, becoming weak and helpless for 2d4 hours.

Drinking a second potion of *crimson essence* while another is still in effect requires a roll on the "Potion Compatibility" table in the *DMG*, Appendix 3. This applies only when the first potion is granting a temporary power; it does not apply if the first was used to gain a permanent Legacy.

Careta de la Barrera: The Barrier Mask

Really an artifact rather than a simple magical item, the *barrier mask* is a large ceremonial mask of ancient Oltec design. Carved from a rare wood and treated with special magical preparations, the mask appears to be made of stone. The mask is large and intricately carved. Wearing it is fatiguing not only because of its size and weight, but also because it draws energy from its user. The *barrier mask* normally resides on small pedestal in the uppermost level of Torre de Manzanas in Saragón.

The mask plays an integral role in the adventure in this book, "Divided We Fall."

History

Two millennia ago, the various Oltec cities reached a plateau of civilization and culture on the Savage Coast. At peace with one other, they had only to defend against outside invaders to know lasting prosperity. To this end, the high priests of Ixion devised a plan to unify the Oltec cities and honor their patron Immortal at the same time.

Artisans in each city were to create portions of a ceremonial mannequin representing Ixion. Then, the greatest wizards of each city were to imbue their portions with great magic—powers which would allow the completed mannequin to defend all Oltec cities against invasion.

For months the artisans labored, and for months the wizards toiled, imbuing the various pieces of the totem mannequin with protective magic. At last their work was finished, and all that remained to do was the great assembly. Alas, for all of their foresight, the Oltec priests underestimated the aggression of the goblinoid tribes of the Yazak Steppes. Before the totem could be assembled, goblins and orcs descended with a fury, decimating Oltec cities across the coast.

Some priests, artisans, and wizards who had worked toward creating portions of the totem were able to hide their work from the invaders. Others are said to have destroyed their portions lest they be captured. Still, some certainly fell into goblin or orc hands. Certainly, the *barrier mask* and *bracers of forbiddance* are not the only parts of the original totem, but whether others still exist and what their powers may be, none can say.

Campaign Use

The *barrier mask* currently belongs to Don Luis of Saragón. Depending on the results of "Divided We Fall," it may be destroyed, or Don Luis may also gain the *bracers of forbiddance* to keep in his tower. If the *barrier mask* survives the adventure, it is sure to be coveted by the other baronies. If it is destroyed or stolen, then Don Luis no longer suffers the effects of its curse.

Powers

Constant. A person wearing the *barrier mask* is immune to all mind-affecting spells. In addition, the wearer is immune to visual illusions simply because the mask has no eye holes.

The *barrier mask* generates a field around the structure in which it rests, negating all transportation spells (*dimension door*, *passwall*, *teleport*, etc.) into or out of the affected structure.

Invoked. The character who wears the *barrier mask* can at will create a huge, invisible wall of fear 100 miles long (50 miles to either side of the mask) and project it up to five miles away. Any hostile group of 100 or more beings is struck at once with irresistible fear all that lies beyond the wall. Individuals in groups of fewer than 100 beings are allowed a saving throw vs. spell to resist the wall's effects, but even they must make a successful saving throw at a -4 penalty or flee. Beings struck with fear by the *barrier mask* flee as quickly as possible, refusing to return to where they encountered the wall for 100 days.

A character who associates with the mask for a full year is advanced to 12th level in his chosen class, regardless of any restrictions. Characters of 12th or higher level are unaffected.

Curse. The user of the *barrier mask* always evokes suspicion and distrust among his peers, no matter how altruistic his acts or selfless his motives. Even if the character uses the artifact to save an entire country, anyone of the same social standing will view the user as a power-hungry schemer. Thus, if the *barrier mask* is used by a noble, he is suspected by other nobles; if used by a commoner, the character is met with distrust by other commoners. This curse was an intentional effect created by the makers of the artifact to prevent people from coveting the item.

In addition, the user of the *barrier mask* is exhausted for a full turn after using it, unable to attack, defend, or move for ten minutes.

Means of Destruction

The *barrier mask* can be destroyed only by use. If ever activated to repel a horde of more than 10,000 creatures, it will first begin to crack, ultimately splintering and disintegrating as it fulfills its function.

Bracers of Forbiddance

A pair of thick gold bracelets, these bracers act as *bracers of defense*, AC 2 and prevent all non-magical missiles from hitting the wearer. When worn in conjunction with the *barrier mask*, the bracers increase the effectiveness of the *barrier mask* by ten, allowing it to affect hordes of up to 100,000 individuals without harming either component of the artifact.

A single *bracer of forbiddance* has no magical properties.

The Thunder Dragon

This powerful magical item is a beautiful wheellock pistol whose firing mechanism and surrounding parts were molded from gold into the shape of a dragon's head. Ruby eyes glinting with intelligence, smoke issues from the nostrils after firing. Rumored to be one of a set, *thunder dragon* has numerous abilities and, while not ancient, should be considered an artifact.

History

Weapons that use *smokepowder* have existed on the Savage Coast for about half a century, but the first wheellock pistol was used only 35 years ago. According to legend, the *thunderdragon* was one of the earliest wheellock pistols created, and it and its mate were used by General Cimmarron in the revolution to free Nueva Esperanza from the control of Almarrón. Cimmarron County, named for the general, was the result of this revolution.

The *thunder dragon* was supposedly used by General Cimmarron in the decisive Battle of Hondo, but was lost in that same battle.

Campaign Use

The *thunder dragon* has great historical value to the people of Cimmarron County since it is the weapon used by the great general to win the revolution. No reliable sighting of the weapon has occurred since the battle, though several have claimed to see or even possess it; more than one inferior copy has even made its way to Sir John, current ruler of Cimmarron County.

Cimmarron County offers a standing reward of 50,000 gold (or the equivalent in materials, such as *red steel*, *cinnabryl*, and *smokepowder*) for the return of the true *thunder dragon*. However, with this weapon, an individual might become a powerful leader, potentially destroying the relative peace in the area or even uniting the Savage Baronies.

Powers

Constant. The weapon is affected by a permanent *nondetection* spell; anyone carrying the pistol is affected by this spell as well. In addition, the weapon is self-aware, with an Intelligence of 15 and the power of telepathy (though it cannot speak aloud). It is Chaotic Good in alignment and has the military tactics nonweapon proficiency.

The *thunder dragon* provides a +3 to attack rolls when firing it. It requires normal *smokepowder* and ammunition but never fails to fire or needs repair or cleaning. Curiously, the blasts fired by the

weapon never drain *cinnabryl*, even when used by an Inheritor.

In addition, the pistol has a ball of *red steel* at the bottom of its grip, held in the golden clutches of the dragon. If used as a melee weapon, the *thunder dragon* acts as a *club +3* and gains all the benefits of a *red steel* weapon.

Invoked. Three times per day, the *thunder dragon* can release a potent cone of fire, like the breath of a gold dragon. This use requires a command word, as well as the consent of the weapon. The cone is 30 feet long, five feet wide at its far end. Anyone caught by the cone must make a successful saving throw vs. breath weapon or suffer 6d12+3 damage; those whose saving throws succeed take only half damage. The fire also ignites any flammables it touches.

Curse. Other than being a dangerous weapon, the *thunder dragon* seems to have no real curse of its own. However, it is said to draw its counterpart, the *howling dragon*, toward it.

Suggested Means of Destruction

Some sages claim the *thunder dragon* is necessary to end the Red Curse, so its destruction is not desirable. However, some have suggested that true dragon breath might destroy the weapon, or that it will immediately disintegrate if ever touched by an Immortal.

The Howling Dragon

Supposedly, the *thunder dragon* has a mate, a pistol that looks exactly the same, except for the malevolent glint in its eyes. This weapon is said to be evil, attempting to lead its possessor to perform horrific deeds.

Little is known of this weapon. Perhaps it does not exist, and the *thunder dragon* has simply had unpleasant effects on some people. Perhaps it did exist and has been destroyed, or maybe it just has not been seen for a while. The truth is unknown.

Powers

The *howling dragon* is said to have the same powers as the *thunder dragon*, with the following exceptions: It is chaotic evil; it hungers for blood and destruction, trying to encourage its user to evil; and it can use its fiery breath weapon without the command of anyone else.